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BRUTALITY
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FINAL FIGHT "STREETWISE"

Join Kyle Travers on a rampage of revenge
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PlayStation 2



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WHEN THE FIRST
shots of the arcade version of *Tekken: Dark Resurrection* surfaced a couple of months back, we all assumed that a conversion would be on its way. It was reasonable to assume that the conversion would be one to PlayStation 2, which

would make sense - Namco's premier beat-'em-up on Sony's premier console. Imagine our surprise then when it was announced as an exclusive to the PSP.

Not only is this true - as you can see from our cover - but those arcade shots might as well have been PSP shots, such is the brilliance of the conversion. And who would have thought that possible? An arcade-quality beat-'em-up right there in the palm of your hand.

Not only is this a great example of how important Sony sees the PSP in the grand scheme of things (don't forget there's also a *Killzone*-exclusive on the way) but it's also a mark of the quality that is essential to the PSP's existence as the world's premier handheld.

Let's hope that quantity is on Sony's 'to do' list as well, because we could certainly do with a few more games to get excited about. Here's looking to E3...

Nick Jones, Editor in Chief

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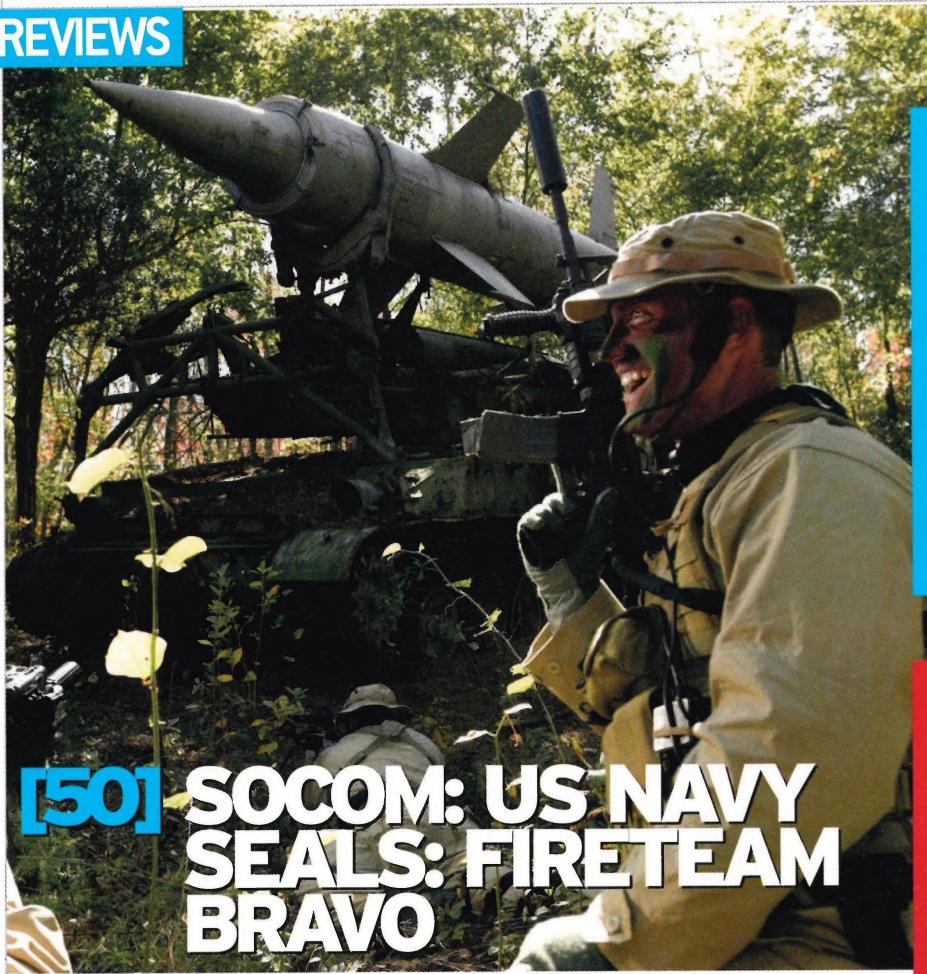
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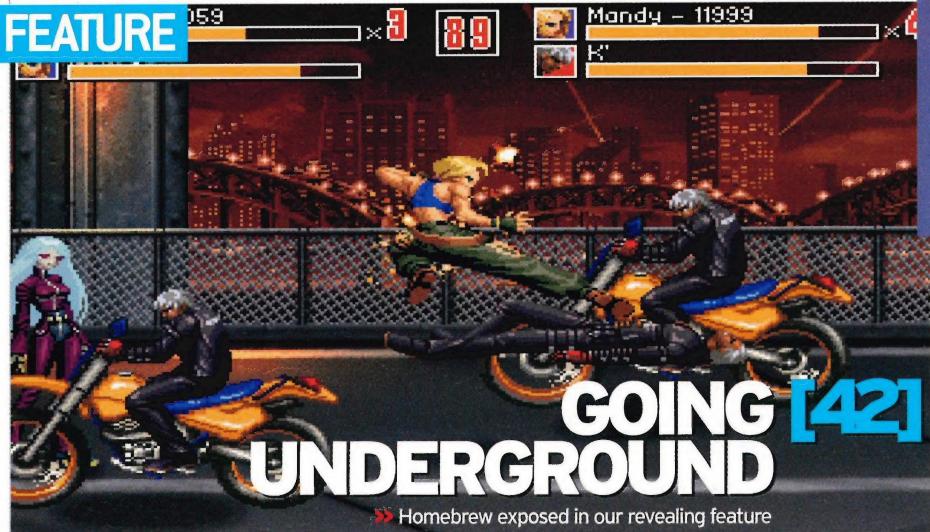
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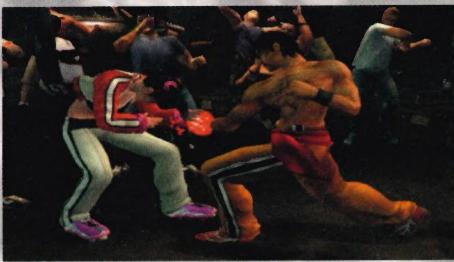
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A short history of TEKKEN

GO>Play is Tekken you down memory lane... (sorry about that)

Tekken. The King Of Iron Fist. If we had to sum up the series in four words, we'd say "weird name, awesome games". *Tekken* has become such a well-known term to fighting game fans and mainstream culture that Microsoft Word doesn't even bother to underline it in red and send a wake-up call to that stupid paperclip that patronisingly waves its finger at you. If *Tekken* is good enough for Microsoft Word, it's definitely good enough for PSP. But where did this strangely named game come from?



Can't wait for Dark Resurrection details?
Turn to page 10 now! Don't delay!

TEKKEN (1994)



THE TEKKEN SERIES was born approximately 359 years ago, lying somewhere between dinosaurs roaming the earth and the launch of PlayStation 2. In fact, it was ushered in as one of the key guests at

PlayStation's first birthday, bringing with it graphics that at the time were revolutionary. "3D graphics? In a fighting game? On my PlayStation?!" is what people probably didn't shout, but would have done if they weren't embarrassed about yelling at their TV. Four buttons, each corresponding to a limb - left punch, left kick, right punch, right kick - made things chimp-like in their simplicity. Gamers immediately understood the controls and got into the game, while this was also one of the first games that bettered its arcade equivalent.

The main appeal in the early days were the characters. "Other top 3D fighting games stretch the boundaries and sets standards each in their own way - Tekken offers a

large variety of characters - there are more styles of martial arts, so it's interesting from that perspective," says former *Tekken* world champion, Ryan Hart, on its appeal. Paul with the crazy blonde hair, Heihachi with the hairstyle that Keith Flint stole for The Prodigy, sword-wielding ninja Yoshimitsu, martial artist Law with the cheapest punch combos ever... *Tekken*'s cast included the weird, the brave and the strange. Also notable was Wang, who made a bizarre noise whenever he got punched in the face, clearly a result of developers playing around with PlayStation's primitive sound effects library. You're probably thinking that we'd all make bizarre noises if punched in the face but seriously, dig out your old copy and punch him in the face. See?

Anyway, *Tekken* proved immensely popular and was one of



the games that helped PlayStation gain a lead over the Sega Saturn at the time. Looking back, it now seems slightly crusty. The hit detection is off, the characters look like they've been made out of cardboard boxes and the backgrounds look more like cheap graffiti than majestic architecture. However, for the time it was definitely ground-breaking. Remember the cute touch of a *Galaga* mini-game as it loaded too? It's all in the details.

TEKKEN 2 (1996)

THIS IS THE game that even now some enthusiasts will declare as the best in the series. Introducing more than double the moves that *Tekken* had and cleaning up the presentation, this was quite possibly the best fighting game around in its day. As resident GameFAQs chump Devil N points out, "*Tekken 2* is the

most atmospheric game Namco has ever made."

This was probably due to the huge leap in presentation quality. True, rather than looking like they were assembled from cardboard boxes, it now looked like the characters were assembled from multiple cardboard boxes, but it was still a big leap and

the animation was good enough to convince you that the moves really, really hurt. The soundtrack was also brilliant. Even revisiting *Tekken 2* you instantly know the tunes as the first few notes pipe up and sing along with slight embarrassment. The best new characters? Jun Kazama became a fan favourite with seemingly endless attack strings and braindead easy combos, which started just by pressing Square and Circle together. For players who prefer their characters to require a little more skill, there was Lei Wulong, a Hong Kong police detective who seemed remarkably similar to Jackie Chan. Given *Jackie Chan's Stuntmaster* was still four years away from being made at this point (and proved utterly rancid when it did appear), Chan fans were



more than happy to try *Tekken 2* and see how Lei measured up.

Tekken 2 manages to survive the ravages of time and keeps most of its charm intact. It's playable and while it does seem slow, that doesn't detract from the playability and diversity of the characters. A true classic.

Tekken Arcade!

Play dress-up with your deadly Tekken dolls

If you want to play *Tekken 5: Dark Resurrection* now, it's going to be expensive - you'll need a plane ticket to visit the famous Chinatown Fair (New York), Family Fun Arcade (California) or MORE Arcade (Tokyo)

for starters. However, there are plenty of old *Tekken 5* cabinets kicking around up and down the country, each with a new *Tekken* card that was introduced. Spend two pounds and the machine spits out a fresh card, which you

use to record your two-player match statistics and earn money to buy clothes for your fighter. It's expensive but cool and best of all, it's back for *Tekken 5: Dark Resurrection*... but how will the PSP replicate this? Hmm...





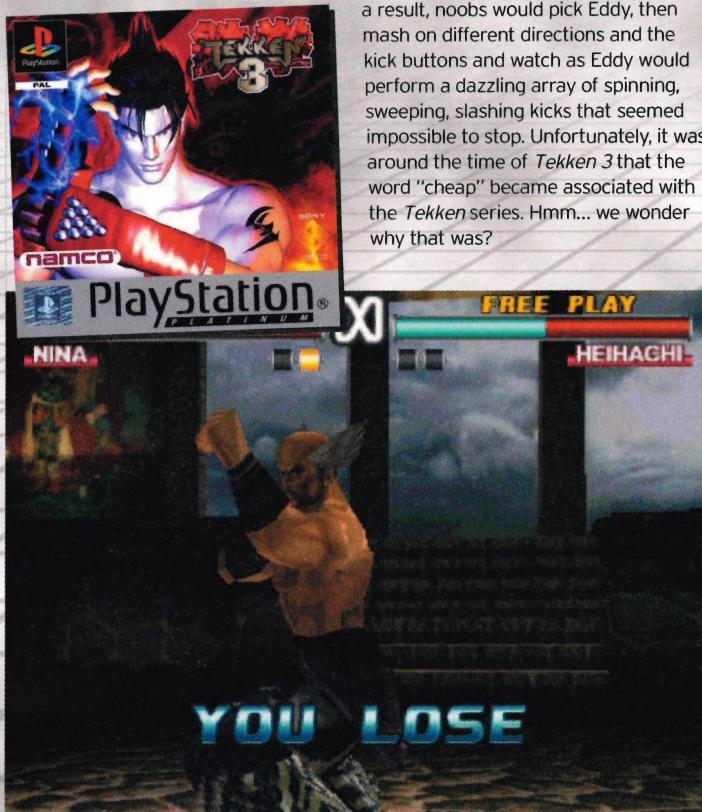
TEKKEN 3 (1996)

"TEKKEN 2 WITH beards" is how one observer infamously summed up Namco's third addition to the series and while it may be accurate (Paul Phoenix had seemingly lost his contract with Gillette since the last tournament), it ignores the fact that *Tekken 3* was still another awesome addition to the series.

Hwoarang was the best new character, relying on lightning-quick kicks to set up combos and annoy opponents. He also had lots of fake kicks and stances, so anyone fighting him had real trouble keeping him at bay. Xiaoyu, soon renamed 'unpronounceable' to save the hassle of actually trying to say her name, also found a large set of fans. She was quick and had plenty of nippy moves to confuse and harass her opponent with. Even better was the inclusion of secret characters such as old Dr Boskonovich, who was so old, that he fell down if he blocked too much! A real stroke of genius and a genuine laugh-out-loud moment. The *Tekken Force* side-game was also a neat touch.

One popular complaint was the inclusion of capoeira master Eddy, a new character, who had at least 80% of his moves allocated to the kick buttons. As

a result, noobs would pick Eddy, then mash on different directions and the kick buttons and watch as Eddy would perform a dazzling array of spinning, sweeping, slashing kicks that seemed impossible to stop. Unfortunately, it was around the time of *Tekken 3* that the word "cheap" became associated with the *Tekken* series. Hmm... we wonder why that was?



TEKKEN TAG TOURNAMENT (1999)



AFTER A THREE-YEAR absence, *Tekken* returned with a bang for the launch of PlayStation2! This is probably what Namco wanted the headlines to read but this addition to the series did as much harm as it did good. When everyone was expecting to be wowed by the visuals, what they actually got was *Tekken 3* with a few extra polygons added. In terms of gameplay, it was solid, but it left many new PlayStation2 owners fearing for the future of the series.

The big problem for *Tekken Tag Tournament* was that its release clashed with *Dead Or Alive 2* and the tag system in that it was faster

and more fun. The *Tekken* series had its way with PlayStation owners for years, but suddenly it had some competition thanks to the younger, fresher faces of Kasumi and Ayane, who swooped into the fighting party, getting the attention of PlayStation2 owners. In comparison, *Tag* was a bit too slow, a bit too dim, just a bit too depressing to feel like part of the PlayStation2 party.

Ironically, it would be *Dead Or Alive 2*'s star that faded away first, leaving *Tekken* to shine. While most players bemoaned *Tag*'s geriatric speed and went to find something faster to play, the hardcore stuck with it. It's probably the most balanced entry to the series, a real feat all these years after its initial release.

Tekken merchandise!

Buy all the Tekken your life needs

Tekken comics, *Tekken* books, *Tekken* anime, pretty much *Tekken* everything has come out in Asia where it's popular and particularly in Korea, where *Tekken* is just about the only game that the MMORPG-loving land

will abandon their favoured PC for. The best item is probably the *Tekken 5* arcade stick, available from retailers such as play-asia.com. It's only available on import so there's a hefty shipping fee involved, but good

god, it feels so right. Some players insist it's the best peripheral-leading arcade stick manufacturer Hori have ever made. You can be the judge of that, providing you have a spare £100 lying around, of course.

TEKKEN 4 (2001)

OH DEAR. THIS is where it all went wrong. Slow, cumbersome and with the uninspiring addition of walls, *Tekken 4* was solid but lacked the flair and personality of the games before it. There was a decent attempt to introduce some originality into the series, like adding ceilings for more damaging combos and breakable environments. Even the new characters, such as rugby-eared Marduk and British boxer Steve, were good additions. Yet overall, the game was just... dull. What made it worse was that *Tekken 4* didn't have many defensive options either, so it was possible to keep a player locked down by abusing several moves over and over again.

In fact, we don't really want to talk about this game anymore. It just wasn't up to the usual *Tekken* standards. The final nail in the coffin was that *Tekken 4* didn't last as a tournament game either, as it soon emerged that Jin and Julia were far and away the best characters who were able to keep players pinned down until the KO, thanks to the lack of defensive options. After the uninspiring *Tekken Tag Tournament* turned most fans away, it was starting to look more and more like game over for the *Tekken* series...



TEKKEN 5 (2001)

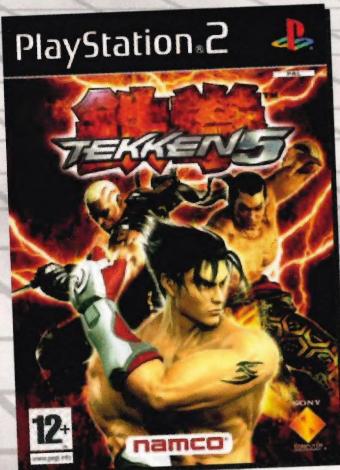
...UNTIL NAMCO PULLED its finger out and came up with *Tekken 5*. This is the game credited with giving the series a kiss of life. Fast, frantic, furious and fun, this was the kick up the arse that *Tekken* needed and players came flooding back.

The storyline was the usual nonsense. Heihachi and Kazuya are in their temple home when they're set upon by a ton of Jack-5 robots. Kazuya eventually abandons Heihachi just before one of the Jack-5 robots explodes, with mysterious ninja-type Raven watching on. "Heihachi Mishima... is dead.". Heihachi? Dead? Of course not. He's mightily peeved, not only because someone tried to kill him but because they dared to set up the King Of Iron Fist Tournament 5. How dare they! As it turned out, the explosion awoke Heihachi's father, Jinpachi, who was chained to the basement. The quick version of the above is: the storyline was nonsense and basically an excuse for Jinpachi to be the cheapest boss of all time. Double fireballs, moves that gave him health back, a punch that went through all your attacks and stunned you for three seconds... ridiculous.

Still, the new characters were brilliant. Asuka is *Tekken 2*'s Jun in a cuter dress, Feng Wei is the hard-ass monk gone bad, Raven is a trash-

talking ninja with a gravelly voice. In terms of gameplay, the increased speed meant it wasn't as clinical and precise as *Tekken 4*, but *Tekken 5* was infinitely more fun. The addition of low parrying for all the characters also added a show-off element for players to master. Add in an arcade mode that allowed you to rank up your character to Grandmaster and you have a fantastic single-player mode to join the usual brilliant multi-player.

Virtua Fighter 4's technical dryness aside, *Tekken 5* is probably the best fighting game out there today. It's certainly the most fun.



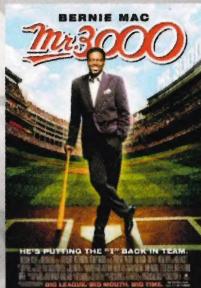
Tekken movie

Uwe Boll isn't involved. Charles Stone III is!

Set for production in late 2006, this film will be directed by the mighty Charles Stone III (who?), responsible for epic films such as *Mr 3000* (what?) and *Paid In Full* (huh?). With no cast list in place and very little concrete information available, there are some *Tekken* fans who are hoping that

this long delayed project doesn't get off the ground and ends up in the hands of a capable cast and crew. Still, if it does get made, imdb.com has fairly average ratings for his previous films, so there's hope it could turn out to be alright. Still... *Mr 3000* eh? Anyone free on

Friday night?
Anyone? Hello?



TEKKEN DARK RESURRECTION

Just look at these lovely screens, PSP Tekken is going to be the handheld event of the year!

Initially referred to as *Tekken 5.1*, *Dark Resurrection* hasn't really been fully unveiled to the world yet. This enhanced version of *Tekken 5* can be found in most Asian arcades and a handful of American arcades, but that's about it. The PSP release will be the first time most *Tekken* fans will get to try this new version and that fact alone should guarantee its success. This is good news for you, beloved PSP owners, because *Tekken: Dark Resurrection* should prove more popular than hot chips and thus be found nestling in PSPs everywhere. So, finding a Wi-Fi multi-player match should simply be a case of spotting someone clutching the Sony handheld. Easy.

At the moment, finding a Wi-Fi multi-player match is like walking through a forest blindfolded - you know you'll hit a tree eventually, you just don't know how long it will take.

So what's new? There are two more characters for this update of course, as dictated in fighting game law. The first is Dragunov, the soldier in World War II-style uniform with deathly white skin. Players who've tried *Dark Resurrection* in Japanese

arcades have said he's a tough character to use, relying on counter-hits to land throws and start decent combos. He's not the most popular choice. On the other hand, fellow new face Lili is proving to be very popular indeed. Light on her feet, her dazzling array of moves mean she's a little combo pixie, constantly chipping away health and doing damage. We like Lili. A lot. Armour King will also make his return to the series following his absence from *Tekken 5*, although how the storyline is going to explain his rise from the dead is anyone's guess. There's also talk of Eddy making a full-blown return rather than being a costume change for Christie.

Other than that, this is *Tekken 5* as we know and love it, updated and adapted for PSP. The balance has been tinkered with so you won't have the same dominant three characters in Steve, Nina and Bryan. *Tekken: Dark Resurrection* will also be a perfect fit for PSP as it was originally designed for just four face buttons. While *Street Fighter Alpha 3 Max* and *Darkstalkers* had problems trying to squeeze some of their six buttons onto the PSP's shoulders, *Tekken* will have no such problems. Handheld fighting will never be the same again...





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INSIDER

ALL THE LATEST NEWS FROM THE WORLD OF PSP GAMING



BREAKING NEWS

COMIC GENIUS

Konami announce double whammy of interactive comics

It's not often that a new genre of anything hits the shelves, so when it does, the GoPlay team are all over it like a small family of barnacles. We're not talking merely of a confused mish-mash of existing genres (although we're still waiting for a stealth-em-up/footy sim/MMORPG hybrid), but a truly novel take on the PSP's multitude of functions. Legendary game developer Hideo Kojima has announced the dawn of the interactive comic book, and first up for the digital graphic novel treatment is *Metal Gear Solid*. Created and developed by Kojima Productions and based on the existing *MGS* comic books, the as yet unnamed digital comic is more than just words and pictures.

Telling the story of the first *Metal Gear* adventure, viewers have the ability to zoom in on particular sections of the 3D comic and search for clues and other interesting titbits throughout the story. These are then scanned and entered into a library - something that is guaranteed to have you watching over and over again and therefore increasing the longevity of something that you might normally think would be pretty weak value for money.

For the *Metal Gear* aficionados out there, this digital comic features masses of background info and general information about the world of Solid Snake and his bizarre acquaintances, all available in a magnificently stylish package of 3D sketches and amazing audio. Featuring some ridiculous,

grin-inducing gun battles and many of the most famous 'Codec moments', even the trailer we got our grubby little paws on got our nostalgia gland working over time.

Konami has a whole heap more up their sleeves as well, with the upcoming release of *Silent Hill* in a similar format. This includes a mind-boggling array of extras, most notably Scott Ciencin's five-issue graphic novel *Silent Hill: Dying Inside*, music from the games and an interview with Christophe Gans (director of the film to be released later this year) making this look set to become the *Silent Hill* bible. Expanding on the origins of *Silent Hill* and using sections of the upcoming film, expect masses of foggy environs, plenty of creaking doors and at least a couple of jumpy bits. Given the powerful

BIG NEWS

SCEI DROP DA BOMB

Masses of goodies coming to your PSP

Having shipped a whopping 15 million units in its short life span so far, the PSP is fast becoming an omnipresence in our homes, streets and transport systems. Clearly not satisfied with the vast number of units out there, SCEI is looking to dominate the market even further with a range of activities designed to increase its consumer base, the first being a new price for the base model across the globe. Dropping to £199 and \$199 for Europe and the US respectively, and 19,800 Yen for the Japanese market as of 22 March, anyone looking to get hold of a PSP on our shores shouldn't have to pay more than £130.

In addition to this, Sony is also planning to bring the enormously successful PlayStation Spot to the UK later this year. Having been in operation in Japan since February,

these special Wi-Fi spots allow PSP owners to enjoy content such as free trials of the latest games and software. Also promised on the software front are a Macromedia Flash Player and an extended RSS



O We hope all PlayStation Spots will come with sexy girls attached

function, allowing you to save Internet movies and radio content to playback anytime.

That's not the half of it though, with new peripherals like the camera, users will not only be able to utilise the motion-tracking technology for EyeToy-style gaming, but also for video chat. A GPS system is also expected for Sony's handheld, making gaming on the go even easier. Finally - and most importantly for gamers - a new download service is to be started, reviving old PlayStation titles and giving folk the chance to play their favourite PlayStation games on the move. ■



O Can you feel it? PlayStation spots are headed our way

PS3 release date confirmed

Look out 360, here comes trouble

GET READY FOR the real deal in next-generation consoles folks, as the PS3 has been announced for release in early November. With the specs of the machine finalised and current production capacity standing at 1,000,000 units per month, Sony looks set to make something of a splash in the run up to Christmas. What's even more exciting, however, is the revelation that this release will be a world-wide one, putting us Euro-gamers on equal footing with our Japanese and American

counterparts. An ecstatic David Reeves, President and CEO commented on the declaration with this snippet of happiness: "We are absolutely delighted that we will be able to bring PS3 to gamers in Europe and Australia before Christmas. This is an exciting first for Europe and is a huge endorsement and vote of confidence in the strength of the European market and its importance globally." You're damn right David, this Christmas may not be a white one, but it will definitely be silver. ■

medium of this brand new genre, the *Silent Hill* comic is a perfect way to expand on the videogame series and should give fans an extra fright in conjunction with the upcoming film - just make sure you have some spare undergarments at the ready. ■





THE ULTIMATE WARRIOR

Supernatural goings-on at Capcom

Calling all retro fanatics! One of the most loved arcade classics is coming to your PSP. *Ultimate Ghosts 'N Goblins* has had the full modern-day reworking, and is set to charge onto your handheld, lance in hand. With input from the creators of the original *Ghost 'N Goblins* this, the fourth in the aged side-scrolling knight-'em-up series, features numerous additions and improvements to the original.

Ultimate Ghosts 'N Goblins takes control of Sir Arthur as he battles the minions of the underworld yet again. With little more than his trusty lance and even trustier boxer shorts, your task is to rescue the damsel in distress. Shocker!

With an all-new 3D engine, the most immediate alteration has been on the graphics front, but

that's not the extent of the upgrade. With new weapons, environments and magic to add to the array of medieval gubbins that Arthur has down his shorts, there's a heap of new moves and features to help you get over the difficulty of the series. Also new is the non-linear gameplay; with loads of branching levels, there's a new underworld to explore every time you play. Capcom looks to have done well with this spooky classic, so look forward to much lance-launching, demon-slaying and damsel-saving this summer. ■



BREAKING NEWS

MIDWAY UNVEILS TOP TRIO

All-star line-up for 2006



It's been pretty quiet on the PSP front so far from Midway, but according to chief marketing officer Steve Allison, 2006 will see a flood of its best franchises. With a clear emphasis on gaming on the go, three of their most successful brands are to be launched this year, namely *NBA Ballers*, *Mortal Kombat* and a brand new *RUSH* title.

Not just about the basketball, *NBA Ballers: Rebound* is all about the style, flair and skills that dominate the urban B-ball scene. Working your way up from no-hoper to superstar celeb and taking on some of the

world's greats, you'll have to prove yourself on and off the courts. Featuring some 3-way Wi-Fi action, massive customisation and a whole lotta bling, expect nothing but the slickest moves, the hottest babes and the fastest cars when this goes up for the dunk later this year.

Seeing yet another reinvigoration after last year's *Shaolin Monks*, *Mortal Kombat: Unchained* - thankfully - has nothing to do with The Righteous Brothers or Robson and Jerome. Built to make use of the PSP's Wi-Fi functionality, we're promised an all-new combat mechanic guaranteed to please long-



We've been practising this move all week. It didn't work and now our knees hurt like hell



Less rush, more crush here, as this Police, Camera, Action-type clip shows



Klassic Mortal Kombat action. Johnny Cage about to take Sonya's face off. We love MK!

time fans and those new to the series. Whilst many details of this gory fighter are still under wraps, there will be buckets of new environments, PSP-exclusive characters and heaps of new combos to get your teeth into come autumn.

Set for release much later this year, Midway's recently revived *RUSH* series is revving up for a PSP debut. Incorporating full Wi-Fi functionality, an enormous single-player mode and set over five areas of Los Angeles, players will have access to over 35

licensed vehicles, including muscle cars, pimped-out tuners, bad-ass SUVs and other exotic motors. High-flying tricks, stunts and short cuts have always been pivotal to the series, and this latest *RUSH* should be no exception.

So with such big players being plucked from the Midway stable in order to appear on the wonder that is the PSP, it's fairly clear that the team's devotion to Sony's handheld is certainly solid as a rock. All we can say is hurrah! ■

FIVE STAR

Each month, someone picks their five fave PSP games

TOM LECLERC
STAFF WRITER



LIBERTY CITY STORIES
A truly fantastic achievement from Rockstar.



APE ACADEMY
As much as I hate monkeys at the moment, you've simply got to love these mini-games.



PRO EVOLUTION SOCCER 5
This is still the best version of the boot-yful game around.



SOCOM: US NAVY SEALS: FIRETEAM BRAVO
I had a lot of fun with this game's multi-player.



LEMMINGS
Anyone got any methadone? I seriously need to wean myself off this one.

COMPETITION

GAMEZGECKO UP AND RUNNING

Three-month subscription up for grabs

As great as the PSP is, all this gaming on the go can get incredibly expensive can't it? Once you've got your screen protectors, soft cases, hard cases, Memory Sticks, docking stations and other assorted superfluities, you've got to start thinking about the business of building a games collection. At £35 a pop you may wonder why no one's thought about setting up a decent rental service. Well wonder no more, as GamezGecko.co.uk is set to revolutionise the gaming scene with its unique approach to videogame rental.

Something along the lines of what online DVD sites have been doing for some time, GamezGecko's recent PSP/PS2 rental site has been lovingly created for gamers, by gamers. Simply create a wish list (including UMDs and top PSP games as well as PS2 titles) put them in order of preference and then just sit back and wait for them to arrive in the post. Keep them as long as you like and then post them back with a pre-paid envelope and wait for your next choice - not only giving you access to all those new releases at a fraction of the cost, but leaving you safe in the knowledge that you'll never have to pay another late fee again.

Currently offering a free 14-day trial and the chance to win either a Memory

Stick, *Fight Night Round 3*, *NBA Street 2*, *The Godfather* or *Need For Speed Underground*, GamezGecko has recently launched its trailer service too. This allows members to check out footage of the latest titles, which will help make prioritising your wish list that much easier. What nice people. Check out www.gamezgecko.co.uk for further details.



WIN! WIN! WIN!

We've teamed up with those lovely folk at GamezGecko to offer you the chance to win your own little stash of PSP booty and membership to the site.

1st Prize: Copy of *Fight Night Round 3*, PSP 1GB Memory Stick and a three-month subscription to GamezGecko

2nd and 3rd Prizes: Three-month subscription to GamezGecko

To be in with a chance of winning, just answer this silly question and send it to us at the address below.

What is a Gecko?

- A:** A bicycle
- B:** A hairstyle
- C:** An animal

Send your entries to: GoPlay, Imagine Publishing Ltd, Richmond House, 33 Richmond Hill, Bournemouth, Dorset. BH2 6EQ, including relevant contact details. Alternatively email us at goplay@imagine-publishing.co.uk, with 'gamezgecko' as the subject title. Please note that failure to do so will void your entry.

Competition entries must be in by 03/05/06. Winners will be chosen at random and will be notified within 28 days. The editor's decision is final and no correspondence will be entered into.

MUPPET OF THE MONTH

Which member of the team got stuck for the longest on a game? We mock the 'winner'...



TOM SAYS: "Simon you git! There I was playing *SOCOM* in the spirit with which it's meant to be played, and along came Mr. Griffin camping out like a sneaky little sod. Goodbye face. Again."

WE SAY: "A truly pitiable display of ineptitude by Tom. In all fairness it's not entirely his fault though, as the fates have cursed him with the kind of fingers you wouldn't be surprised to find in a packet of Wall's sausages."

Gizmondo going under?

Tiger gets its claws pulled

FOLLOWING THE ANNOUNCEMENT of a "reduction in payroll of approximately 50 per cent", Tiger Telematics - the team responsible for rival handheld Gizmondo - has finally filed for bankruptcy protection in the UK. Having accrued losses of over \$300 million, it doesn't look like Tiger is living up to their self-aggrandising marketing campaign. This doesn't affect its operations elsewhere however, as its US subsidiary, Gizmondo

USA Inc is still going strong. Well, as strong as a company based on such a weak piece of technology can be. We'll be following the

Gizmondo's demise closely just so we can chuckle at its misfortune, so watch this space for further news. ■





MAN OF STEEL

SUPERMAN RETURNS

Super duper

With the forthcoming Warner Bros. movie on the horizon, and the recent announcement of a PSP tie-in game, we're donning our brightly coloured Y-fronts in anticipation of the man of steel's comeback. Set to make a proud reappearance on our screens this summer - sadly without the presence of Christopher Reeve - *Superman Returns* looks likely to top the charts in big and small screens alike. Replete with his vast array of kryptonian super-powers, such as flight, X-ray vision, super hearing and unparalleled strength, any villain is going to have one hell of a job trying to take over the world. Set over the expansive, vibrant city of Metropolis, the free-roaming gameplay requires you to protect the citizens from evil and fight villains across 80 square miles over 10,000 buildings. With the ability to combine his powers, the man of steel must defend not only the people of Metropolis, but also the city itself from numerous bad guys like Metallo and Parasite. We're looking forward to this accumulation of over 60 years of DC history in our palm, and we'll be all over it like Clark Kent on a hot new scoop when it previews in the coming months. ■



When his GP prescribed suppositories for his piles ol' Supes wasn't expecting anything this nasty



I'm an absolute monster in the morning without my coffee



Missile? Pah, Superman is faster than a speeding bullet - no contest

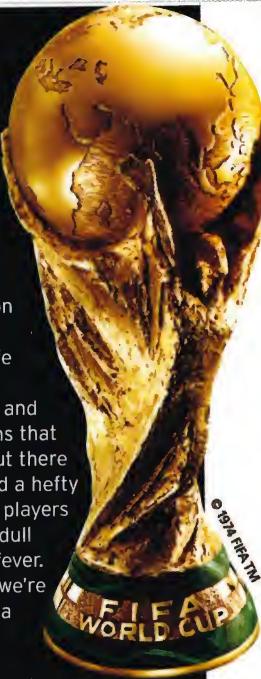
GOOOAAAAL!!!!

2006 FIFA WORLD CUP GERMANY

EA shoots for the World Cup

With the upcoming joys of the World Cup commencing on 9 June, you'd be hard pushed to see the summer out without being inundated with football-based promotions, fierce patriotism and the obligatory anthem. First on the footy bandwagon are, of course, EA, with its predictable offering of *2006 FIFA World Cup Germany*. With a roster of 127 national teams and a new game mode - Global Challenge, recreating 40 classic matches from past World Cups as well as advancements in the passing and shooting mechanics, EA is promising the most complete footy title ever.

An emphasis on replicating the skills of real-life World Cup superstars old and new also means that the fanatics out there are guaranteed a hefty hit of licensed players and outfits to dull their football fever. To be honest, we're not expecting a profound sea change in gameplay with this version, but if you want something to whet your footy appetite, check out your local game vendor later this month. ■



Rate my face

OutRun 2006 arcade cabinet up for grabs

How cool would it be to own your own arcade cabinet? Not just any cabinet mind, but a full-sized *OutRun 2006: Coast To Coast* cabinet.

Interested? Thought you might be. All you have to do to win this awesome prize is to upload a photo of

yourself looking like you would if you stuck your head out of the window of a Ferrari travelling at 200 mph to www.outrun2006.com/faceracer and wait while the general public rate your face. Sounds harsh doesn't it? However, you'd be surprised at how stupid people will make themselves look with such cool booty on offer. Here's an idea of what level of lunacy you're up against.. ■



PLAY AWAY

The best PSP games to play... while on a date



Pro Evo 5

1 What girl could resist you once they've seen your magnificent *Pro Evo* skills at work? Everyone knows all girls love football, and frankly mate, if she doesn't like it, she's probably not worth the effort. Bap a few into the back of the onion bag and she'll be all yours.



Lumines

2 With all those vibrant colours and outlandish goings-on, you can easily make out that your PSP is actually a brand new type of phone/PDA. That way you'll always have something to interrupt those embarrassing silences with and it won't be a stupid ringtone.



Ape Academy

3 Get her on the multi-player and she's sure to fall at your feet. Watching those cutesy little monkeys doing their business is bound to get her cuddle gland working overtime. Also, sharing a PSP allows you to get that little bit closer than usual. Clever, eh?



WI-FI WORLD MAP

Bored of playing solo?

The Barrow-in-Furness branch of McDonalds is perhaps not a place you would naturally assume to be a hive of PSP gaming, but according to PSPmap.net, a handy Wi-Fi location finder, it currently stands as the most visited place in the UK for Wi-Fi gaming. Strange.

If you're tired of using your PSP solely for the single-player

experience (as good as it is) then check out PSP fanatic Mario Eckl's website - www.PSPmap.net - to get listings of gamers in your area and upcoming tournaments.

If you're just interested in your local Wi-Fi hotspots however, give the good ol' troop at the Ordnance Survey a look at www.ordnancesurvey.co.uk for an easy-to-use commercial Wi-Fi locator. Alternatively try www.wifinder.com for an exhaustive list of hotspots and you'll never have to play alone again. With that array of Wi-Fi locating tools there really is no excuse to be locking yourself away in your room with your PSP. Unless, of course, you've got a wireless connection at home. ■



UPGRADE YOUR LIFE

FIRMWARE VERSION 3.0 STARTS RUMOUR MILL GRINDING

Is 3.0 the magic number?

Whilst details of Sony's firmware version 3.0 are sketchy at best, the out-of-control rumour mill churning out wild speculation about the update is newsworthy in itself. Picking through the detritus of hastily thrown together Internet news articles, each attributing their spurious rumour to a different source, it's amusing to see just how wrong some folk can be.

Following a recent DLNA (Digital Living Network Alliance - a conglomeration of leading electronics manufacturers) conference, a series of demos were built to showcase the possible interactions and functionality of various devices. Amongst them was the humble PSP, demonstrating how it could be used to interact with various other household appliances, in this instance a DVD player. Whilst this is doubtless in the pipeline, this kind of all-singing, all-dancing interactivity is a little way off yet.



Also getting the PSP community hot under the collar was a supposed beta build of version 3.0. Sending numerous PSP owners into a spin was the suggestion (based on little more than some blurry photos) that version 3.0 may be divided into distinct grades of service, and much like Xbox Live silver and gold, gamers may be forced to pay for a better service. Other dubious claims suggest the inclusion of PS3 functionality, a paint tool, organiser, alarm clock, mail service and music store.

We're raising a doubtful eyebrow to this news - and we're keeping our ears very close to the ground on this one - so we'll let you know when any real facts squeeze their way out. ■

Gangs Of London

Getaway creators think small

The creators of *The Getaway* clearly haven't had enough of fooling around in Laaanden taaaan, giving rise to a brand spanking new title for the PSP - *Gangs Of London*, from SCE's very own London studio. Borrowing the illicit criminal themes of our fair capital's

seedy underbelly straight from *The Getaway*, expect plenty of inter-cultural gang warfare and silly mockney accents. Your aim is to become leader of Cockney, Triad, Yardie, Russian or Pakistani gangs as they vie to dominate the streets through fear and intimidation.

Featuring a funky hotswapping mechanic, loads of mini-games, funky animated cut-scenes and an intriguing gamesharing mode - all set over 60 missions - the action looks to be some of the most involved on the PSP. Come and get it you filthy slaaaag! ■



OUR MAN ON THE CLAPHAM OMNIBUS

WONDERING ABOUT WOMEN, WOES AND WI-FI...

A fleeting glance at the hairy underbelly of portable PlayStation-ing

Wow, a full eight weeks since my last entry and here I am, still in possession of my very own PSP despite the myriad dangers of the outside world. I love it, I care for it and I lavish upon it the kind of attention my girlfriend can only dream of. If it were a case of merely dreaming however, I wouldn't mind, but Christ, she don't half bitch about it. So in many ways I've arrived at the impasse that many gamers encounter at some point or other in their lives - "It's me or that thing," she screams, directing a murderous, accusatory digit toward my handheld before storming upstairs. I don't often feel like taking a stroll around Greater London, but when I do it's always at the most opportune times.

Indeed, yet more fortuitously it just so happened to be a Wi-Fi hotspotted pub that drew my fancy, The Windmill (you may know it). In days gone by, a carefree young wanderer like myself may have been called upon to regale my fellow patrons with anecdotes, tales and witty observations collected over the day, especially in such a place as this. Bugger that though. I'm surrounded in mouthwatering Wi-Fi juice, bathing in the imperceptible radiation of a gently humming wireless network hub. Hmmmm it feels good. Good like the gentle lick of a thousand kittens.

Out comes my PSP, released from its swaddling of covers, protectors and sheaths, as I anticipate what new realms this magical box of trickery may take me to. "It's only the frickin' Internet" you say, but for a mobile web virgin like myself, the act is enormously tantalising. Something akin to finding your first porn mag tucked under your brother's sheets, or imagining what heady delights rest beneath



your first girlfriend's jumper. No, that doesn't do it justice, this is more than sexual. The mixture of mobility and the Internet is a stimulating concoction and every bit as inebriating as the booze currently slipping down my gullet.

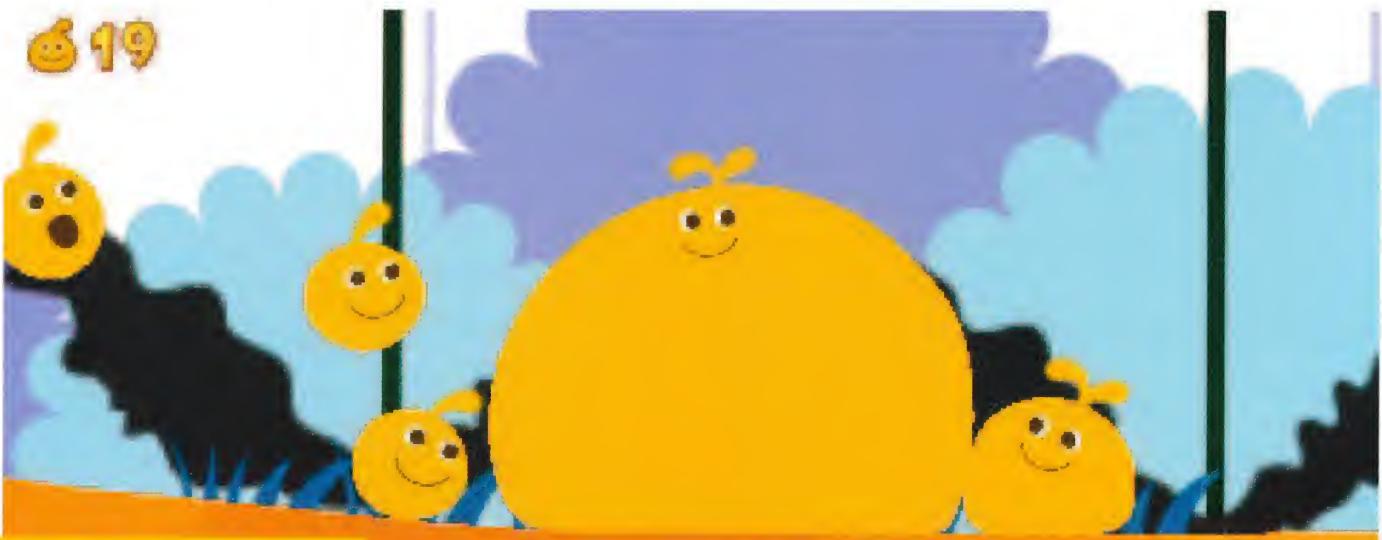
I'm online. Right now. Here. This is special. Breathtaking even. This is the real Internet, fully

Then I sit, in almost post-coital satisfaction mulling over the implications. Sadly, like many additions to the prevailing technological landscape, there are none. This is cool. Very cool, but ultimately nothing likely to get any genuine usage. There have been many in my life: my Nintendo Power Glove, my first PDA, my

[The mixture of mobility and the Internet is every bit as inebriating as the booze slipping down my gullet]

functioning, warts and all, not some insipid barley-water version or some unmanageable WAP iteration. It's all here and very much at my disposal. What to do? I check my emails, furtively skim a few pages of grot - just to check that the seedier side of the Internet still works, you understand - and create a few bookmarks.

Dreamcast keyboard and indeed my second PDA, each one almost mesmerising in its potential, but limited in actual real-world use. Unlike my girlfriend, who no doubt now lays, scrunched and tearful like a used hanky in the largest room of our laughably entitled penthouse flat. I should go really... ■



COMING SOON!

SCEE GOES LOCO

LocoRoco announced for Europe

Having reported on this title a couple of issues ago, we've been keeping our eyes trained on its blobby yellow mass and it appears that this horribly addictive puzzler/cute-'em-up is heading for our shores. After gobbling up everything on its way here, you can bet your bottom dollar that when it finally comes rolling at us some time during Q2, it's going to be a fairly sizeable hit. For those of you who haven't heard of this colourful title, the idea is to feed your

LocoRoco by tilting the environments and allowing the happy little chappy to bounce through the level. Easy to play, difficult to master, *LocoRoco* is likely to become the puzzler for a new generation. Quite exactly why

these fatty globules are here is still something of a mystery, but you can be almost certain it has a great deal to do with eating. Expect much of that trademark weirdness we've all come to expect of the Japanese in

both presentation and gameplay. Given the character of the visuals, unique soundtrack and fiendishly addictive gameplay, you're unlikely to miss this one when it bounds onto the shelves this summer.



THE HOURS

WHAT'S BEEN EATING OUR LIVES... AND FOR HOW LONG



SIMON

SOCOM

"Yeah, it's some good stuff this. By far the most enjoyable thing is shooting Tom's face off several times in a row while he pisses about trying to get sneaky with antipersonnel mines. Tit."

06 hrs



ANDY

LEMMINGS

"Was up until 2 o'clock on Saturday night playing this, doing my bit for animal rescue. I've even been called in to give *PowerStation* a hand"

07 hrs

WATCHING THE WHOLE SERIES OF GHOST IN THE SHELL

"One of the best anime series out there. Truly classic. Shame I've gotta wait a whole year for the second gig."

13 hrs



TOM

APE ESCAPE

"Enough already! No more goddamned monkeys. I'm half considering chiselling my eyes out just so I don't have to ever see monkeys again."

10 hrs

DANCING LIKE A LOON

"The combination of Southern Comfort and a dancefloor should have rung bells - big ugly sounding bells of shame. Goodbye dignity."

15 hrs



TIM

SUPER MONKEYBALL ADVENTURE

"Takes the boundaries away from the classic formula, creating a much more breathable game"

08 hrs

DOWNLOADING THE INTERNET

"I've only managed to download 70 per cent of the Internet so far. Another few weeks and I'll have it all. Mwah ha haaa!"

05 wks



GTA: Liberty City Stories

We have an office sweepstake going about how long this is going to stay in the charts, although we're pretty confident it will get knocked out when the human race perishes.



Street Fighter Alpha Max 3

Extra characters, plenty of V-isms, A-isms and X-isms to keep even the hungriest fighting fan busy for quite some time. We're still waiting for *Street Fighter Alpha Hyper Super Max Turbo 3*.



Midway Arcade Treasures

A lavish feast for all retro fans. Featuring an impressive collection of golden oldies, anyone with a penchant for the early days of gaming should definitely give this a look.

UK CHARTS

You buy 'em, we count 'em down...

CHART POSITION	GAME NAME	PUBLISHER	IN THREE SECONDS...
01	FIFA Street 2	EA	Them's some mad skillz homies. Dribble, trick, shoot, score - simple.
02	Lemmings	SCEE	Why you'd want to kill yourself when you go in at no. 2, we don't understand.
03	GTA: Liberty City Stories	Rockstar	Last month, this month and probably next month, you guys love this.
04	Pro Evolution Soccer 5	Konami	Back of the net! PES5 scores another week in the top 5.
05	Street Fighter Alpha 3 Max	Capcom	How long will this series keep going? Could be a while yet.
06	Fight Night Round 3	EA	Bippety, bip, bap, bop. Seriously good boxing action.
07	Midway Arcade Treasures: Extended Play	Midway	Superb retro goodness. Well done Midway, top of the class.
08	World Series Of Poker	Activision	Does it have the balls to remain at the table for the duration?
09	World Tour Soccer	SCEE	Tidy, fun and not entirely awful. The other footy games are better, though.
10	Need For Speed Most Wanted	EA	Stop your illegal street racing you bad, bad boys!
11	WWE Smackdown! VS Raw 2006	THQ	More testosterone, Lycra and body lotion than you can fit in a jock strap.
12	The Sims 2	EA	Like having little people in your hands? Either go to Liliput or get this.
13	World Rally Championship	SCEE	WRC re-enters the chart championships miles ahead of McRae.
14	FIFA 06	EA	FIFA loses out to the dominant force of PES... again.
15	Championship Manager	Eidos	Numbers and even more numbers. A bit like being inside Carol Vorderman.
16	Star Wars: Battlefront II	LucasArts	Hurrah, it's time for another 'forced' Star Wars joke... oh.
17	Pursuit Force	SCEE	Ridiculous but fun car-based antics. Bloody difficult to boot.
18	Ridge Racer	SCEE	Classic drift racing with funky J-pop and funkier commentary.
19	ATV Offroad Fury 3	Southpeak Games	The state of our roads today. We're not surprised everyone's going off-road.
20	Everybody's Golf	SCEE	Fantastic game, even if you hate golf. It's that good.



Lemmings

Those little green-haired self-harming rodents are utterly adorable. Until they go and kill themselves that is. Imagine trying to look after one of the little blighters - spontaneous combustion is never a pretty thing for a family pet.



World Series of Poker

Simon has absolutely no idea how to play any of the massive array of poker games on this, however, he still keeps winning due to his intimidating presence at the table. What a bully!



Everybody's Golf

Golf's great, especially if it doesn't involve wearing silly shoes and cracking crappy jokes about sinking one on the nineteenth hole. Amongst the best games on the PSP, this really is everybody's golf.



4GB MEMORY STICK ANNOUNCED

The price of memories

IT'S NEVER GOOD to forget, but sometimes you just can't afford to remember. This may well be the case when Sony's Memory Stick Pro Duo hits the shelves late this summer. With the 4GB version retailing at \$250 and the as yet unpriced 8GB version emerging shortly after, those of you looking for masses of storage had better start saving up right now.

EYE SPY

PSP2 to feature video and still camera

SNAP HAPPY PSP lovers had better get ready for a revolution as, if rumour and wild speculation are anything to go by, the updated incarnation of Sony's glorious handheld will feature both a video and stills camera. The reason given for the addition of such a device is to allow live video streaming to the PS3. We'll have to wait to see whether this story - attributed to an 'anonymous source close to Sony' - turns out to be true, but we reckon this one's safe as houses.



RELEASE LIST

THE HANDHELD HAREM IS BURSTING AT THE SEAMS. DELIGHT AWAITS!

OUT THIS MONTH **APRIL**

With a host of delays during a slow time of year, there isn't a great deal coming to PSP right now. Things will pick up next month though, honest

**FRIDAY 14
APRIL**

DAXTER
SCEE (£35)

Jak is left behind as Daxter makes the leap to PSP. Be glad that he has, as the furry critter provides one of the most enjoyable platform experiences seen on the console to date.

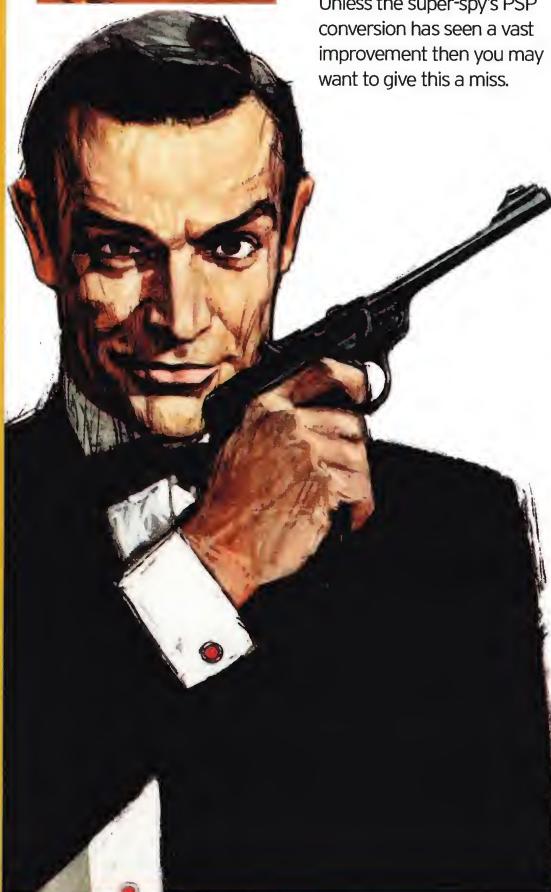


**FOOTBALL
MANAGER
HANDHELD**
SEGA (£35)

You either love 'em or hate 'em but there's no denying that Sports Interactive make the best football management games and now you can play any time, any where. Clear your diary.

**FROM RUSSIA
WITH LOVE**
EA (£35)

If the PS2 version was anything to go by then this is the weakest Bond outing yet. Unless the super-spy's PSP conversion has seen a vast improvement then you may want to give this a miss.



**PQ: PRACTICAL
INTELLIGENCE
QUOTIENT**

D3Publisher (£25)

Tax your brain with fiendishly tough 3D puzzles that test your problem-solving abilities. Then, if you think you're some sort of genius, you can upload your scores to the website and brag to the world.

**FRIDAY 21
APRIL**

**SOCOM: U.S. NAVY
SEALS FIRETEAM
BRAVO**

SCEE (£35)

Sony's tactical shoot-'em-up loses none of its appeal on the PSP with loads of missions, great multi-player and Crosstalking with *SOCOM 3*. What more could you possibly want?



Bond's first outing on PSP is something of a letdown, sadly



**FRIDAY 28
APRIL**

**2006 FIFA
WORLD CUP
GERMANY**

EA (£35)

The inevitable FIFA World Cup tie-in from EA is here. Don't expect this to be much different from *FIFA 06* - not that that was too shabby - so we could be in for a treat.

**WORLD
CHAMPIONSHIP
POKER 2**

Oxygen (£30)

This was a big hit in the States but we can't really see the need for yet another poker game on PSP, especially when a pack of cards is so much cheaper - unless of course you suck and lose all your money.

**OUT NEXT
MONTH
MAY**

APE ESCAPE P
SCEE

**BUBBLE
BOBBLE
EVOLUTION**
Rising Star

**FIELD
COMMANDER**
Ubisoft

**ME & MY
KATAMARI**
EA

**PAC-MAN
WORLD 3**
EA

**STAR WARS:
SHADOW
STRIKE**
Ubisoft

TALKMAN
SCEE

THE CON
SCEE

**TOMB RAIDER:
LEGEND**
Eidos

**UNTOLD
LEGENDS: THE
WARRIOR'S
CODE**
Ubisoft

**VIEWTIFUL
JOE: RED HOT
RUMBLE**
Capcom



Pac-Man takes a break from popping pills

BLIMEY! THAT'S NOT ALL! 2006

JUNE

INFECTED
THQ

JUICED: ELIMINATOR
THQ

MONSTER HUNTER: FREEDOM
Capcom

PIRATES OF THE CARIBBEAN
Ubisoft

JULY

CAPCOM CLASSICS COLLECTION
Capcom

SEPTEMBER

MORTAL KOMBAT: UNCHAINED
Midway

PILOT ACADEMY
Rising Star

POWER STONE COLLECTION
Capcom

TBA

50 CENT: BULLETPROOF
Vivendi

ASTONISHA STORY
Ubisoft

BLACK & WHITE CREATURES
THQ

CHESS BATTLE
Konami

DEAD HEAD FRED
D3Publisher

DEF JAM FIGHT FOR NY: THE TAKEOVER
EA

FREE RUNNING
Eidos

GANGS OF LONDON
SCEE

GENERATION OF CHAOS
Nippon Ichi

GRAN TURISMO 4 MOBILE
SCEE

KILLZONE: LIBERATION
SCEE

LOCOROCO
SCEE

MLB '06: THE SHOW
SCEE

MONSTER HOUSE
THQ

METAL GEAR ACID 2
Konami

METAL GEAR SOLID DIGITAL COMIC
Konami

NBA BALLERS: REBOUND
Midway

OPEN SEASON
Ubisoft

POCKET RACERS
Konami

RUSH
Midway



Expect much head bashing in *Gangs Of London*

SILENT HILL EXPERIENCE
Konami

STEEL HORIZONS
Konami

STREET SUPREMACY
Konami

SUPERMAN RETURNS
EA

SYPHON FILTER: DARK MIRROR
SCEE

THE GODFATHER
EA

WORLD TOUR GOLF
Oxygen

YS: THE ARK OF NAPISHTIM
Konami



LocoRoco seems to be some sort of Space Hopper simulator - hooray!



Killzone is still a number of months away but we're excited already

Out on import

The best and the latest PSP releases from around the world

GRADIUS PORTABLE

Konami (approx. \$50)

This retro classic might never make it to these shores so if you want to get your hands on it then importing is the only option for now. Awesome non-stop blasting action is the order of the day - you know you want it.

BOUNTY HOUNDS

Namco (approx. \$50)

Yet to appear on release schedules, this almost slipped under the radar in the States. It offers a frenetic mix of sword and gunplay and with hundreds of items on offer with which to dish out pain, the central character Maximilian is not a man to be trifled with.



GREG HASTINGS' TOURNAMENT PAINTBALL MAX'D

Activision (approx. \$55)

Another title that's unlikely to make it to these shores but in our opinion that's not necessarily a bad thing. Only Americans could have someone good enough at paintball that they get their name put in front of a game. But it doesn't stop there paint fans, 14 pros including Keely Watson and Chris LaSoya are on board too - hooray!

PSP Pirates

Yaar, we couldn't get our piratey hands on any rum this month, so we bring you landlubbers a PSP deal instead. Don't say we never do nothin' for ya...

If you're still without a PSP then get over to Play.com where they have a Giga Pack plus *Everybody's Golf*, *Pursuit Force* and *World Tour Soccer* for an amazing £219.99. That's an £89.99 saving!

PSPOST

WHAT DO YOU LOVE MOST ABOUT PSP? PEPPER US WITH PROSE...

CONTACT US



EMAIL:
goplay@imagine-
publishing.co.uk



POST: GoPlay,
Imagine Publishing,
Richmond House,
33 Richmond Hill,
Bournemouth,
Dorset. BH2 6EQ

It may not seem like it at times, but we're not the only folk around with **opinions that matter**. We've picked out a few of the more salient letters from our monthly postbag for your perusal, so **read, enjoy, digest and respond...**

Sounds great

I'm not much of a tech-head and to be honest, even the thought of an MP3 player frightens me a little, so I'm kind of worried that I might appear stupid writing into a PSP mag with this question. I was wondering if you guys thought that the PSP was a respectable substitute for an iPod or other MP3 player. I've heard that you can get all sorts of downloads that mimic the functions of other portable music players, and given that you can watch movies and play awesome games on the thing, it doesn't make much sense that more people don't

use it for its audio capabilities. Am I just being stupid here, or is it everyone else with the problem?

Timothy Parsons, Littlehampton

Indeed Tim, there's little that the PSP can't do - even if you are a bit of a technophobe - and you're right, the audio capabilities are seriously underrated. Downloading software to ape the functions of iPods is possible and effortless, but in all honesty, the user-friendly nature of the PSP negates any real need to. The only downside to using the PSP as a portable music device is the size, as it's a good deal more

substantial than an iPod Shuffle or Nano. Don't forget the age-old saying - bigger is always better.

The price isn't right

I heard recently that Sony was planning a major price drop now that Christmas is well and truly over and production of the handhelds is easily meeting demand. If this is true, it would be great, as it's just a bit too expensive for me at the moment. I figured I'd go straight to the most knowledgeable people around for answers and see what you have to say on the matter. So... go on then...

Nic McGills, Herts

We're glad you came to us for the most reliable news, but as you're probably well aware, Sony is notoriously cagey about its pricing structures. What we can tell you, however, is that recent price drops in Japan could equate to a lower price tag



Movies, music and more, a media amp is an excellent peripheral

F.A.Q.

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Putting out the fires
of those burning
PSP questions

► Will I ever be able to use my PSP to make my toast in the morning or turn my washing machine on while I'm at work? Weird question, but long before the advent of the PSP, the marketing hype was all focused in the direction of it being a lifestyle tool as well as a gaming machine.

Hans Ossler, Warwick

It'll be a while, and more than likely only for those people who have stupid amounts of money to spend on silly gadgets like PSP-friendly

washing machines. There were some demos recently that showed the interactivity of the handheld, but we're not holding our breath. If we did that we'd die. Of asphyxiation. Horrible.

► I just don't understand why people have to play around with their PSPs. If you want to make homebrew stuff - whatever that is - do it on a PC, like people have been doing for centuries. Don't infect our

lovely machines with your numpty rubbish, trying to circumvent Sony's security measures or eventually you'll bring us all down with you.

Harry Broadstairs, Kent

Whoa there! Homebrew doesn't really do that much harm, and you won't see any adverse effects from its appearance on the PSP scene. The reason hackers find it so interesting to play around with is that it has such different architecture to anything we've seen

STAR LETTER

THUNDER AND LITE-NING

Great mag guys, the best I've read for ages, and all about my favourite electronic device, the glorious PSP. What I don't get however, is why Nintendo can't seem to get it together enough to put a usable machine on the market. I mean look at the PSP, it's an amazing piece of kit, it really is, and it all fits into a perfect black oblong of gaming goodness. I don't want to sound like a Sony fanboy here, as I've always judged consoles on their individual merits, not - like many people - on some kind of demented loyalty to a single manufacturer. Anyway, back to the point. I have to say that the release of the DS Lite appears to me to be a cynical move on the part of Nintendo to wrest yet more cash from its devoted fan base and that I would look differently on Sony and - as much as I adore it - my PSP if Sony did

the same thing. Of course, the advances in technology since the PSP came about mean that it's probably possible to make a smaller, sexier one but, like the slimline PS2, that sort of thing should be held back so that early adopters don't feel annoyed at not having the swankiest machine on the market any more. My biggest concern is that, given the PSP's lack of a second analogue nub, there'll be so much call for another version of it that Sony will produce the PSP Mark II, leaving us lot just as pissed off as those sorry DS owners.

Kelly MacDonald, Edinburgh

It's a very good point, but we can assure you that there's nothing in the immediate future to rival the PSP's dominance of the handheld games market. Whilst the DS Lite could be seen as the 'real' DS, in the same way

over here in a few months, and with the Sony/Samsung agreement we reported on last month also on the cards, production costs for the PSP could well plummet. That said however, demand is still high for Sony's monster handheld machine. We're waiting with baited breath to see if you lot are going to be in luck, but either way it shouldn't be too long before you start seeing PSPs around for under a ton.

Function junction

Wassup GoPlay? Loving the magazine, especially the Connect section, as I love my PSP's massive range of functions. What I don't get though, is that the PSP was put

before, giving them a new and exciting canvas to work on. Those who dabble in homebrew may one day find themselves on the nasty end of hackers, but for now there's very little to be afraid of.

► Why, oh why, oh why is the PSP so bloody expensive? Surely they could afford to chuck them out cheap and make money from all the great games and UMDs. I had to save for ages to get mine, and

forward as a multi-functional media device, but so far the only people making full use of its capabilities are the hackers and homebrew merchants. When will we see the integration promised by Sony?

Kerri Blackwater, Hastings

Probably not for a while yet, but when Sony's PS3 behemoth hits the shelves later this year, there'll be plenty of activity on the functionality front. As you may have read in earlier pages of GoPlay, there have been a few rumours about the kind of things we can expect from the PSP when the version 3.0 firmware update hits our handhelds. Paint tools, alarm clocks, remote DVD

now I don't have enough to buy all the games each month.

Nick Robertson, Cumberland

If you're having money woes and want to try out all the latest games, just have a look at some of the rental places around. We've featured www.gamezgecko.com this month in our news section, but there are others around, such as www.gamesfrenzy.co.uk. If you really need money fast though, you could always go on the game.



as the GBA
SP was the 'real' GBA, it all stems from Nintendo's attitude towards keeping its products fresh in the market place - rather like the approach taken by Apple with its multitudes of iPods. Sony doesn't need to do this however, because - much like the PS2 in its heyday - the PSP is undoubtedly the best handheld console out there and doesn't need to be 'refreshed'. Rumors abound that there'll be another version of the PSP in the next couple of years, but for now your console is the best one that money can buy.



► Is it possible to play region one UMDs on my UK PSP? I'm only asking because I'm sick of those bloody yanks getting all the best stuff before us. I've never understood this concept anyway, as surely us Europeans are as big a market as the American and Japanese. What is it with this arrogant lot. We don't hold back our products when we create them, why should everyone else do so?

Roger Sandri, Leigh-on-Sea

HOT TOPIC

What's on everyone's brains this month?



What do you make of the DVD/UMD Double packs? Good idea or just another way to squeeze more cash out of you?

Getting hold of them is a bit of a pig at the moment, but selling UMDs and DVDs in the same pack for only marginally more wonga is a fantastic idea. Anyone who says otherwise is clearly insane.

Gill Symons, via email

Awesome, I'm sick of forking out for UMDs that I already have on DVD. This is a step in the right direction, but why don't they come up with an easy way of putting your existing DVDs onto UMD? A case of must try harder Sony. **Bob Watson, Upper Gipping**

Surely you have to concede that the whole UMD format is dying out anyway. It may have had a spurt of popularity, but when the only thing that can play them is the PSP, you have to wonder about their worth. You can't lend them to a mate unless he's got a PSP and you can't get them cheap like you can DVDs and videos, so ultimately they're a dead medium, making this whole argument rather moot.

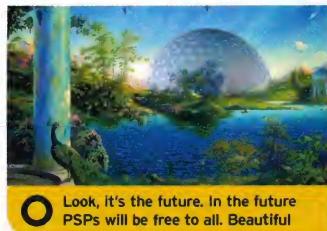
David Throbridge, Wolverhampton

If you think about the versatility and availability of DVDs and other writable formats, UMDs begin to look a little like Betamax cassettes. Okay they're small and sexy, but unless Sony starts working on making them cheaper, they won't take off.

Leo Walker, via email

What a tremendous idea. I was getting a bit peeved with having to buy separate DVDs and UMDs, but this solves all my problems.

Graham Stokes, via email



Look, it's the future. In the future PSPs will be free to all. Beautiful



Coded Arms. Good game, shame about the lack of a right nub

accessing and all sorts - we can hardly wait. Who knows? Maybe come version 15.0 it'll be ready to give you a kiss and make your coffee in the morning.

Nub of the issue

I adore my PSP - for me it's not just the best portable console around, but it also has so many more uses than any other similarly sized piece of technology on the market. I only have one niggle with the thing though, and that's the bloody nub. Why does it have to be so small and fiddly? I know you can get covers and whatnot for it to increase its usefulness, but those are quite hard to come by. I've kind of got used to it now, but it seems like such a silly thing for Sony to have done. I'm on a man-sized rant now, so I might as well have a go at the fact that there's only one of them. What's

that about? Surely if developers want to create first-person shooters and other naturally two-stick titles then they're up against an immediate disadvantage, leaving us PSP gamers with disappointing products. I cite *Coded Arms* as a perfect example. Apart from that however, the PSP has to rate up there as one of man's greatest achievements.

Chris Wikkes, Swindon

Quite the bipolar aren't you Chris?
One minute you're all lovey-dovey, the next you're boiling your PSP's proverbial bunny. We know the analogue nub is rubbish, and we're as sick of it as you, but like you say it's something you have to get used to if you want to enjoy one of life's greatest pleasures. Balance in all things, Chris, so think of it as a reminder of how great the PSP really is.



The scourge of PSP gamers everywhere, the presence of only one nub is an irritation that's difficult to overlook

» We don't like it much either, we have to confess, but alas, 'tis the way of the world. Unfortunately, Region One UMDs won't work on your European PSP, so until Datel or someone similar come up with a region-free bit of software, we're stuck in the same situation as the DVD lovers. This is something that's unlikely to ever change to be honest, and due to ancient copyright

laws and distributor deals, the best we can hope for is a third party to produce something to rectify the situation.

It's not all bad, however, as games can be played on any machine, so you're not left nearly as out in the cold as many other gamers. Therefore we say rejoice in the diversity of the region system, because if not, you'll just get annoyed and that won't help anyone.

go>PLAY

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Boom! Shake, shake, shake the tomb

TOMB RAIDER: LEGEND

OUT: Q2 '06



Publisher **Eidos** / Developer **Crystal Dynamics** / Players 1-2

WHAT IS IT?

Lara Croft dons her skimpy tomb-raiding outfit and gets her hands on yet more booty

To gamers the world over, Lara Croft is the ultimate woman – and has been for over a decade. Granted, that's mostly due to her extraordinarily bountiful chest, but that's not really the point. She's made an indelible mark on the face of videogames, but as much as we love her, there's little doubt that whilst the lady herself has remained relatively unsullied, the titles in which she's appeared have – like ageing salmon – lost direction and found themselves flapping about in the muddy pools of mediocrity. You can bandy words like 'iconic', 'groundbreaking' and 'return to form' around as much as you like, but the simple fact is that we just won't tolerate another substandard *Tomb*

Raider. As important as Lara has been to the franchise, the underlying, almost now forgotten truth is that the original *Tomb Raider* was a good game. It seems this is something only recently realised by Eidos, which gives the publisher a head start with *Tomb Raider: Legend*.

The most astonishing thing about *Legend* is not Lara's ample bosom (which, incidentally has seen a reduction since last time round), but the sheer graphical finesse with which the game has been put together. This is not a statement of mere rhetoric, or the kind of generic avowal we game journo's throw in to bulk out a preview, but a genuine declaration of surprise, awe and pleasure. Sumptuous tropical locales hark back to the original game while

steamy interiors and dusty underground trails instil the gamer with the unforgettable feeling of anticipation that's notably absent from other incarnations. The effects are no less impressive either; Lara drips like a wet sock as she gets out of the water, becomes horribly muddy if she rolls around on the dirty floor and can create some of the most astounding lighting effects you're ever likely to see on a PSP with her Personal Light Source (something we prefer to call a torch). Personal – as well as professional – thanks then to developers Crystal Dynamics for the new blood flowing through Lara's veins.

There's a lot more as well. Look past the initial glory of the visuals and a seething mass of



A This is Lara back to her indomitable best. Strong, sassy and independent, just look at the pins on her. She'd kick you in the face as soon as wrap them around you

A Look up sumptuous in the dictionary and you'll probably find a picture of this. You can almost smell the moss



▲ The rumours that Lara always gave good 'head' appeared to be true



▲ Check out the awesome smoke effects from those guns

improvements, too numerous to mention, await. A wonderfully revamped control system moves the player cleverly away from the clunky horror of previous efforts and gives Lara an extra dimension of movement. The 'Fluid Movement System' isn't just a needlessly wordy title for a decent control method, but

simple, clever and intuitive system that, flouncy name or not, makes a huge difference to the series.

So what's new to the PSP then? Having seen *Legend* in action, you could be forgiven for thinking that there wouldn't be room enough in that little black box for any extras, given the almost perfect port from

Raid and Sneak requiring you to hide your golden monkey statue then head off to find your opponent's before they find yours. Not only are these expansions pivotal to the experience of the PSP, but they also offer the chance to unlock masses of PSP-exclusive gumpf like artwork, outfits and soundtracks.

Tomb Raider: Legend is an exciting prospect for any gamer, regardless of what point you left the series. Crystal Dynamics has managed, even at this early stage, to create a title that recaptures the magic of the original, giving it a coat of turtle wax and buffing it to within an inch of its life. Sure there'll be dissenters, so disillusioned with the past efforts that they'll overlook this regardless. It's worth looking forward to *Legend* though, for the lovely Lara alone. ■

Tom Leclerc

WE SAY With only a few niggles at this stage, *Tomb Raider: Legend* is shaping up to be a corker with its lush visuals and awesome control system.

Lara drips like a wet sock as she gets out of the water

the acceptance by new boys Crystal Dynamics that Lara's job - that of archeological rapist - requires a little more flexibility than she was previously endowed with. Whilst crawling, leaping and climbing are undoubtedly easier, there's a welcome - and it has to be said, slightly unexpected - element of skill required to negotiate the crumbling architecture and moist environs. Every now and again Lara's footing slips, requiring some swift thumb work to get her steady again - a

the PS2, but you'd be wrong. Stuffed like a Mini full of midgets, *Legend* is packed with surprises. Not least of which being the multi-player. These are split into three main modes, namely Master System Challenge, Treasure Hunt and Raid and Sneak, the former being a checkpoint race through 11 specially created levels, testing your tomb-raiding skills to the limit. Both the other modes focus on the gritty business of tomb raiding itself, with Treasure Hunt being a fairly basic item collection affair and



▲ Necklace? Check. Evening Gown? Check. Pulling pants? Check. Enough weapons to take on a small African nation? Most definitely check



▲ Even in the most tense and worrying situations, Lara still had time to chat on her mobile - girls are all the same, aren't they?

How slow can you go?

VIEWTIFUL JOE: RED HOT RUMBLE

OUT: MAY '06 (i)

Publisher Capcom / Developer Clover Studios / Players 1-4

WHAT IS IT?

Play as Joe or one of his pals as they battle to take Captain Blue's place when he retires

EXPRESS CHECKOUT

- 21 characters in total
- 40 mini-games on offer
- Four-player action with only one copy of the game
- Dante's in it. Yay.
- New 'sound effects' moves



It's widely reckoned that style is near impossible to achieve if you are merely following the trends of others. These efforts are flawed constantly due to the ever-changing fashions and demands of 'style' and most, while admirably chasing, will forever be playing catch-up - doomed always to be a few steps behind what is currently considered 'en vogue'. In order to do things right and earn the respect that each of us undoubtedly deserves, the person setting the trends must be you, with the minions following your lead and dancing to the beat of your drum.

Aside from an essential lesson in self-confidence, the last paragraph did have a point to make. This self-styling technique is what Clover managed to do so right when creating the *Viewtiful Joe* franchise. Shunning what was popular at the time, the team ran with an idea that mimicked nothing already on the market, instead presenting gamers with a new hero that played in a quirky but ultimately classic kind of way. Some say genius - we certainly do - it's just a crying shame that so few people realised what was on offer. So now, when at last the awesomeness that is *Viewtiful Joe* is making its way - in bullet time, no doubt - toward the PSP, we're as



happy as can be, and we can all look forward to what Capcom is going to be serving up in the future.

Red Hot Rumble may not be quite what you're expecting, though, and the side-scrolling beat-'em-up adventures formally seen on the PS2 is not the shape that this title will be taking. *Red Hot Rumble* will unsurprisingly be similar to the GameCube title of the same name and take the form of a multi-player brawler that's not dissimilar to the extremely popular *Smash Brothers* efforts that have been seen on Nintendo consoles before now.

Although it may seem frustrating that this route has been opted for rather than the expected platform goodness, it's safe to say that this

Joe title doesn't seem to be slacking off when it comes to quality. The visuals, as expected, are looking gorgeous and the number of options that will be available are not only impressive, but make the GameCube version look positively lacking.

There are 21 characters in total once you've put enough time and effort into unlocking them and each is obviously attributed in different ways to allow for variation. New characters come in the awesome forms of Emperor Jet Black (Joe's movie-loving father who has gone to the dark side and is now what can only be described as giga-evil), Captain Blue Junior (an annoying yo-yo-throwing Blue wannabe), Co-ordinator Sprocket (sexy secretarial



▲ The many mini-games break up the mad action nicely



▲ Look, it's absolutely mental. How on earth are we meant to concentrate with all this craziness going on?



[The visuals are gorgeous and the options are impressive]

type) and, of course, everyone's favourite demon slayer, Dante.

Dante is no stranger to the *Viewtiful Joe* series, and has appeared in the PS2 titles before. Quite what the agreement between the two studios is, we have no idea, but we're certainly not complaining. This inclusion of Dante is a good sign of what the PSP version is aiming to achieve. A bigger, better title with more bonuses than you could shake a yummy hamburger at. Aside from the Wi-Fi and Game Share elements, there are also 40 mini-games for those lacking in PSP-owning friends to work their way through - and some of them are hellishly tough.

Our only real concern with this title is whether Clover has managed to get the actual combat balanced

adequately. *Viewtiful Joe* titles are known for their speeding-up/slowing-down features and to have four players using abilities such as these constantly will have required some serious thought. With this element making up such a bulk of the title's worth, a single slip-up could cost the game dearly; however, we prefer to remain optimistic in the hope that the positive early signs continue through to the final game. If all goes according to plan, we could be looking at something that's very special indeed. ■

Rick Porter

WE SAY The stylish *Viewtiful Joe* franchise as a frantic beat-'em-up can only be a good thing. We want a full side-scrolling adventure soon, though.



▲ The question of the day is - will we be able to keep all the control necessary in such a brawler? We'll soon find out...



▲ Whether we can keep control or not, no one can argue that the game isn't looking extraordinarily sweet. Go, Joe. Go



Whilst we don't condone real violence in any form, we love inflicting horrible pain on our least favourite hip-hop celebs



Xzibit gets to work pimping this guy's face with his size nines. "Pop pop know!"

"Sorry? What was that? I'm a little 'def'"

DEF JAM FIGHT FOR NY: THE TAKEOVER

OUT: TBC



Publisher EA / Developer In-house /
Players 1-2

WHAT IS IT?

The world's most famous hip-hop artists kick the crap out of each other in seedy locations



- Features
- Carmen Electra
- Prequel to previous Def Jam games
- Massive playlist featuring artists from the game



Quite exactly how true to life *Def Jam* is, we're not entirely sure. We like to think that hip-hop celebs like Busta Rhymes, Ludacris, Method Man and Xzibit gather regularly in abandoned warehouses and back streets to kick seven bails of sugar-coated crap out of each other. It's genuinely heartwarming to think of Snoop Dogg receiving a glassing, or Redman's neck snapping like a twig under the pressure of a horrendous piledriver. Yes, heartwarming.

If you're anything like us, you'll be glad to know that the prequel to the vicious celebrity fighter, *Def Jam Vendetta*, is coming to your PSP. Loaded up with fighters and fitties from the world of hip-hop, *Def Jam Fight For NY: The Takeover* leads up to the previous home console title and gives you insight into how D-

Mob laid claim to The Big Apple. EA's *Def Jam* has always been about inflicting heinous, life-altering bodily harm on some of the world's most popular artists and this latest version is no different. Every ounce of wince-inducing gameplay has been transferred to the handheld with authority by EA's Canadian studio and Japan's AKI Corporation and from what we've seen, this

[EA's Def Jam has always been about inflicting bodily harm]

could quickly fight its way to the top of the charts, as it's fairly flawless when it comes to gaming on the go.

Not merely a speedy, slapdash remake of previous iterations, this PSP version features all-new moves and venues and with the create-a-fighter option allowing you to don brands like Ecko Unlimited, Enyce, Reebok and Phat Farm, you're going to be laying the smackdown in style. We never like getting blood on our nice new clothes but when it's

Xzibit's claret we're spilling, it doesn't really seem to matter to us all that much.

With wireless multi-player functionality, expect plenty of raucous rucks with your mates as well as some impromptu rap-battling trash talk. With a lack of decent fighters for the console, *Def Jam Fight For NY: The Takeover* is looking to set the PSP on fire, quite

literally - with its bone-crushing manoeuvres and crippling special moves. It's going to be difficult typing with broken fingers, but we'll do our best to let you know when this smashes its way into our office later in the year. ■ **Tom Leclerc**

WE SAY With very little else like it on the market, *The Takeover* looks like it could turn out to be a winner from the start. Perfect mobile gaming fodder.



Check out my break-dancing skills while I kick your face off



All that finger bling comes in handy in a fist fight



The power of one... and two

POWER STONE COLLECTION

OUT: Q4 '06



Publisher Capcom / Developer In-house /
Players 1-4

WHAT IS IT?

A compilation of two of Capcom's most beloved Dreamcast fighters
- Power Stones 1 & 2

The news that Capcom has seen fit to grace the PSP with not one, but two *Power Stone* titles was enough to get us excited, but finding out it was all going to appear on a single UMD was almost too much. There's no shying away from the fact - *Power Stone* is awesome, and many a late night has been spent with friends huddled around a Dreamcast vying for beat-em-up supremacy.

If you are unfortunate enough to have never experienced the wonder that is *Power Stone*, then you have seriously missed out. It's a fighting game set in a proper 3D environment (not confined to the pseudo 2/3D planes of most scrappers), and players can use anything and everything at their disposal to bring as much pain as possible to their three opponents. It's a brutally simple

concept, but *Power Stone*'s hook was (and indeed, is) its interactive environments. Combatants can grab buckets, poles, beams, guns - ANYTHING that you find littering the battle arenas is fair game for those who fancy using it. Ever wanted to bop your best mate around the head with a big wooden bat? Now you can.

For the PSP, Capcom is including both Dreamcast games, along with a new camera (tailored for the PSP's wide screen), and a host of brand new weaponry. *Power Stone 2* is a more hectic affair than its predecessor, so the decision to include both on the disc will appease fans of both titles and the *Power Stone* experience can be tailored to suit your own mood. If you're feeling lazy, rock number one; if you've had 19 cups of coffee and your eyes are glued open, then go for *Power Stone 2*.

Along with the two core games, there's a host of extras that never appeared on the Dreamcast *Power Stones*. First up is Adventure mode, which allows players to take part in a story complete with collectable items and a shop where you can purchase new weapons. On top of this, there's a brand new match mode entitled 'Bomber Battle', which sees combatants fighting each other in an arena littered with bombs.

Power Stone is shaping up to be another essential PSP title when it ships later this year, and we cannot wait to revisit what was one of our favourite DC titles. ■ Jon Denton

WE SAY If this is anything short of superb we'd be amazed. Expect lots of humorous bat-shaped beatings later this year



COMING SOON



We're literally bricking it with excitement!

LEGO Star Wars II: The Original Trilogy

OUT: Q3 '06



Publisher LucasArts / Developer Traveller's Tales / Players TBC

WHAT IS IT?
The ultimate combo of awesome LEGO bricks and the wonderful world of *Star Wars*



It's safe to say that LEGO is just as popular with twenty-somethings as it is with kids, mainly due to the *Star Wars* collaboration of recent years. The toys are cool enough but the videogame released last year managed to capture not only the charm of LEGO, but the spirit of *Star Wars* too. No wonder then that it was one of the most popular games of last year, with over 3.3 million copies sold across the globe.

While the first game was great, it was slightly hampered by the fact that it was set during the prequel trilogy. However, if you managed to reach the end of the game then you would have experienced a little bonus level set on the Rebel Blockade Runner of *A New Hope*. Just playing that short section gave us a thirst for more *Episode IV, V and VI* action rendered in LEGO bricks.

Rejoice like you've just bull's-eyed a womp rat in Beggar's Canyon then, as Traveller's Tales is giving us exactly what we want. Following the plot of the original three movies, the game will see you return to that Blockade Runner then visit such locales as Tatooine, Endor, Hoth and the technological terror that is the Death Star.

Details are sketchy at the moment but there's guaranteed to be a wide selection of characters to control including Luke, Han, Chewbacca and Princess Leia, all with their own character-specific attacks. Not only that but in a new feature called Free Play mode, players can also customise more than 50 playable characters by mixing and matching

body parts to create their own hero - a fantastic idea.

Another new addition sees the ability to pilot or ride certain vehicles and animals, which should add a whole new dimension to the experience, especially if space battles are part of the action. We can't wait to pilot a LEGO X-wing down the LEGO trench of a LEGO Death Star.

With all the action, puzzles and humour of the first game and with a host of new features, *LEGO Star Wars II* may well be the sequel we've been waiting for. ■

Simon Griffin

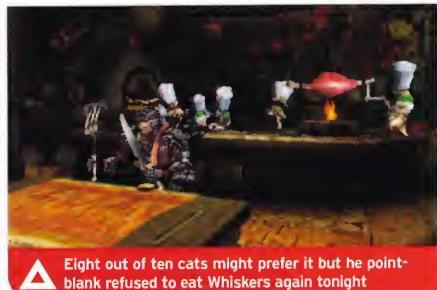
WE SAY Something would have to go seriously wrong for this to be a bad game and the extra features should make this an even better experience.



▲ We really hope this isn't a cut-scene and that you can attack the Death Star in your very own LEGO X-wing. Stay on target!



After successfully hunting down the monsters he wasn't too sure what he should do with them - cook, skin or ride like a mule... oh, decisions, decisions...



Eight out of ten cats might prefer it but he point-blank refused to eat Whiskers again tonight

They did the Slash... they did the Monster Slash

MONSTER HUNTER FREEDOM

OUT: 12 MAY



Publisher **Capcom** / Developer **In-House** /
Players 1-4

WHAT IS IT?

The aptly named Freedom offers you just that, allowing you to create your own hunter

EXPRESS CHECKOUT

- 200 quests available
- Based on Monster Hunter G
- A special two-player Co-op mode
- Over 20 different hairstyles



The PSP is a wonderful thing - on that we can all agree - and the reason it has this broad appeal is that it covers such a large demographic. There's plenty for the beard-stroking hardcore gamers as well as the wide-boy city gent, but with this diverse range of games and features it's easy to forget why we love playing videogames in the first place. Sometimes all we want to do is escape into a world of fantasy - become an all-conquering hero with a buff chest and a big sword then run amuck, wooing ladies and stabbing dragons in the face. So it's lucky that every now and then a game comes along to remind us of these guilty pleasures.



It took the strength of two of them to hold up his enormous weapon - but what a sight it was to behold

One such delightfully destructive title is *Monster Hunter Freedom*, a game that's both familiar and fresh. Based on Capcom's popular franchise that proved to be one of the only reasons to take your PS2 online, this instalment is much more concerned with an engaging single-player experience than the multi-

armour or even as decorative accessories. In fact, we made a pair of dangly earrings that would make Pat Butcher weep with jealousy.

Several new elements have been incorporated to help make your hunting a little less stressful - the Farm, for instance, is an area located in the village, where you can fish and

Slick visual presentation and sadistically satisfying gameplay

player frenzy that dominated the console versions. In true RPG style you begin the game in a quaint village and must chat with the various NPCs milling around to get a better understanding of the situation you find yourself in. The people you meet will be a mix of friend and foe; some will offer advice, training and, if you're willing to do a hard day's graft, money to buy weapons, while other, more nefarious characters may send you on suicide missions.

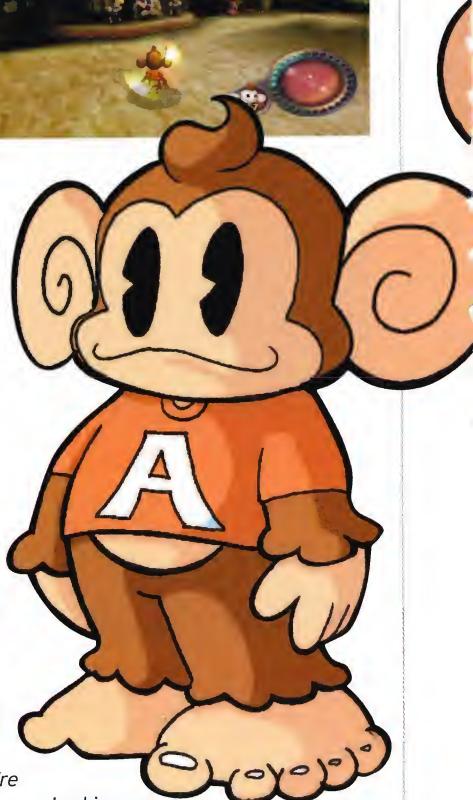
Bearing in mind its title, it's the monster-slaying missions that make up the bulk of this game, as the more beasts you butcher the more you become the beefed-up uber warrior that you always wanted to be. As in the console version, hunters can scavenge defeated creatures for food and bones that can be used for weapons and

forage for new items. Our favourite aspect is the new Felyne Kitchen where you can hire a team of culinary cats to cook up treats that improve your attributes. With some missions you don't even have to go it alone, as *MHF* hasn't ignored its multi-player roots, offering you the chance to join up with three other players via the Ad-Hoc mode.

All of these new elements twinned with the traditional combat system, slick visual presentation and sadistically satisfying gameplay associated with the *Monster Hunter* franchise make *Freedom* a game rapidly clawing its way to the top of the GoPlay must-have list. ■

Keith Hennessey

WE SAY *Monster Hunter Freedom* may not be for everyone but the new emphasis on single-player action does make it a more appealing prospect for the PSP.



A tale of star-crossed monkeys that won't end in tragedy

SUPER MONKEY BALL ADVENTURE

OUT: 23 JUNE



Publisher **Sega** / Developer **Sega** /
Players 1

WHAT IS IT?

The monkeys are back - they're still trapped in balls but they get to embark on an adventure



Previous *Super Monkey Ball* games were all about the puzzle trays where you had to guide your Zorbing monkey as quickly and as precisely as possible to the goal at the end. Gravity, inertia and your own cack-handedness were your worst enemies while helping AiAi, Gon Gon, Baby and Mee Mee through increasingly difficult levels; in *Super Monkey Ball Adventure* it's all that and a bag of cats in the Story mode.

It's love across the barricades for the Monkey Prince Abeabe and Princess Deedee as their respective kingdoms have been fighting a bitter feud for many years now, even though monkey-on-monkey hate crimes are of a most despicable nature. But when love weaves its tangled web and traps these two from different sides of the monkey tracks in a state of lust and bliss, all the bitter monkeys try to split them

up and so they do the only thing they can: play Tiffany's *I Think We're Alone Now*. They soon realise they've got bad taste in music and run away together. Holding on to one another's hands they disguise themselves and hide away into the night, until one day they might be able to re-emerge into a peaceful world that understands their

bashing into top-hat wearing monkeys in an effort to find a lost daughter, but the tasks given to you by the townsfolk quickly become more difficult and require a lot of control over your monkey-in-a-ball. Thankfully the analog nub is responsive enough to

You always feel completely in control of your monkey balls

monkey-love. To make that happen it's the *Super Monkey* gang's job to reunite the five Monkey Ball Kingdoms under one beautiful blue Sega sky.

In the Story mode you'll control your chosen monkey and have to guide them about the kingdoms completing tasks for other inhabitants. One task sees you

recognise the slightest nudge and you always feel completely in control of your monkey balls. The L and R shoulder buttons are used to spin the world around, so you're able to get the best view whether you're racing along rails or bouncing from flower petal to flower petal.

It's not just completing tasks for people though, because the levels



Keep your monkey afloat on the air currents or he'll fall



Use portals to access the puzzles levels and open up more of the world



Reaching the end of the puzzles always fills you with relief





▲ One task has you attracting bees and bringing them back to their hives



▲ Monkeytropolis has industrial overtones and huge cogs to navigate



▲ Monkey Fight goes completely mental on a pinball table

you expect from a *Monkey Ball* game return. Of course they do, but they're essential to unlocking more areas in each Kingdom and helping you gain more power to your balls. Each monkey's ball can be upgraded to handle a variety of different abilities: it can be changed into a wooden ball that can be engulfed in flames and can float on water, or little suckers can be attached so that the ball can stick to certain surfaces - heck the ball can even grow in size and increase its weight so it can travel on rails and rise and fall on air currents. On later levels you'll find it can turn invisible and gain a boxing glove for battering the enemy.

Aside from Story and Challenge mode (where you can replay puzzle levels you've unlocked in the story) the awesome mini-games return and all of them are multi-player. Monkey Fight and Monkey Racing make a return, but there are new games as well. Monkey Bounce allows you to jump about on a grid playing a bouncy game of Othello, while Monkey Castle sees you trying to defend a castle from a bombardment of monkeys; it gets pretty tactical as you can fortify your castle with special blocks while you attack the opponents' castles.

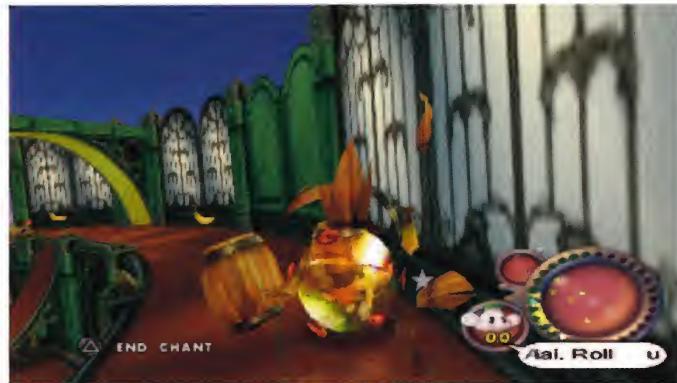
The PSP version of *Super Monkey Ball* also includes one extra

character, who seems to be a time-travelling monkey and will fill you in on the history of the *Monkey Ball* series. And of course there's the wireless game-sharing link-up so you can play with friends.

With its charming story and challenging but fun gameplay, *Super Monkey Ball Adventure* will definitely take your mind off the fact that yours haven't dropped yet. A PSP essential. ■

Tim Empey

WE SAY *Super Monkey Ball Adventure* is looking good and - even better - it plays really well too, with no problems coming from the analog nub.



COMING SOON



Bub and Bob in double bubble trouble

BUBBLE BOBBLE EVOLUTION

OUT: MAY



Publisher **Rising Star** / Developer **Marvelous Interactive** / Players 1-2

WHAT IS IT?

Old meets new in this fresh update of the arcade classic *Bubble Bobble*

Any old-school fanatics out there might not like what we're about to tell you. *Bubble Bobble* has had a face-lift. The kind of face-lift usually only enjoyed by those really fat folks on TV - more of an extreme makeover really. It's no longer all about just popping enemies and moving on to the next level, oh no. *Bubble Bobble* has evolved into one of the most complex puzzlers on the PSP, and as much as it pains such a long-time lover of the original to say, evolution is good. At its core it's the same game. Bubbles are blown, enemies are popped and towers are scaled, but things are different. Way back when the original *Bubble Bobble*

was conceived, the idea was for Bub and Bob to be wearing cutesy suits rather than being turned into the diminutive dragons

we know and love. *Evolution* reawakens this and other original concepts, giving this brand new version something of a retro flavour.

So how much has it changed? Immeasurably. Listen up, because this is where it gets complicated.

order to open a door or turn a switch in the other. What's more, each tower is split into three rooms, often connected by one or more air currents. Complex? Like you wouldn't believe. It's undoubtedly going to be a little too much for some lovers

There's an enormous amount of mind-bending gameplay

There are two towers, right. Bob's in one, while Bub languishes in the other. The thing is, though, there's only one trumpet with which to blow bubbles, forcing you to swap between the brothers, solving switch puzzles and fooling about with all manner of elemental brainteasers. With regular appearances from boss characters and a surprisingly helpful evil baron, there's an enormous amount of mind-bending gameplay in each tower. Switching between the two at will, numerous levels force you to complete tasks in one high-rise in

of the original, but with so many versions out there already, do we really need another one? There are still a fair few bugs in the code we played but, from what we've seen, the ideas present in *Bubble Bobble Evolution* should appeal both the long-time fans, and those new to the ageing classic. ■

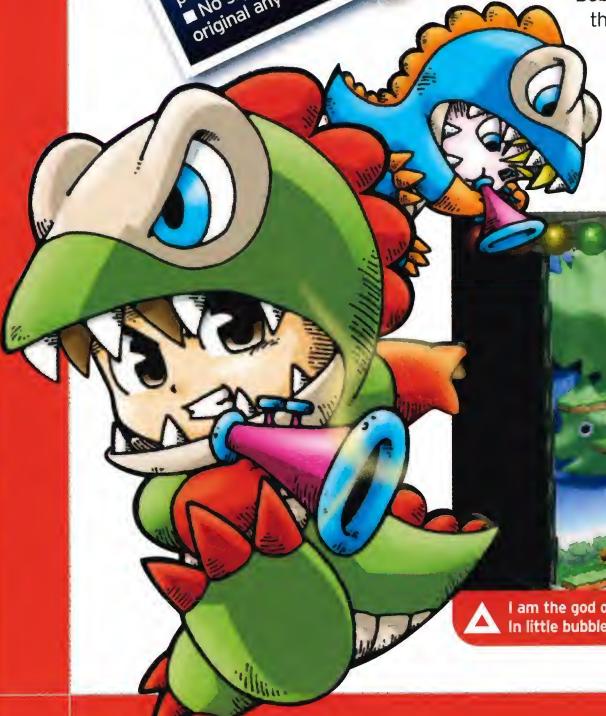
Tom Leclerc

WE SAY We reckon *Bubble Bobble Evolution* could be a winner. Some may find the new slant a little too far removed from the original though



▲ I am the god of hellfire, and I bring you... Fire. In little bubbles. Cute, aren't they?

▲ Bub or Bob? Choose with a swift flick of the L trigger and get puzzling





Somebody help me, I'm going bananas!

APE ESCAPE P

OUT: NOW



Publisher **SCEE** / Developer **In-house** / Players **1-2** / Supports **Wi-Fi LAN multi-player**

WHAT IS IT?

Cheeky little apes running around changing the course of history. Go get 'em monkey boy

Stub your little toe on a chair, now open every cupboard in your kitchen until one of them spills something sticky and horrible on your floor. On the way out of the kitchen change the bins, making sure to drip that wonderful garbage fluid all down yourself. Now find that unique part of your house where you're constantly banging your head and just hang around long enough to give yourself a little bash on the noggin. Well done, you should now be approaching the kind of masochistic annoyance, frustration

up before you could say "chilled monkey brains," but transfer it to the PSP and you've got one of the most horrifically addictive, yet fiendishly irksome adventure titles you're ever likely to get your hands on. On a PS2 the occasional slide into furious aggression doesn't matter quite so much, as a new controller only costs twenty quid or so, but when you're inches away from launching 150 quid's worth of gear across the room, you begin to see *Ape Escape P* not as a game so much as an anger management therapy tool.



designed to get your shoulders bunched and knotted with some devilishly brow-tightening puzzles and horribly slippery simians. This had us in fits of anger, but also - on completing a level - filled us with the kind of profound relief we used to feel after finishing our homework just before school. With a range of mini-games and amusing action, monkey lovers should find this high on their wish list come May. ■ **Tom Leclerc**

WE SAY Looks to be one of the most frustrating, yet utterly addictive titles to hit the PSP so far. And that's saying something.

It seems purposefully designed to get your shoulders bunched

and engagement levels offered by *Ape Escape P*. Actually, you're nowhere near, but you get the idea.

Catching monkeys sounds cool, right? A sizeable array of gadgets and gizmos with which to catch them sounds even cooler, no? Do it in real life and you'd get arrested and locked

up that the controls are poor, or the camera can't do its job. It's not even down to a high difficulty level or challenging puzzles, as it's not a game requiring huge amounts of skill to master. It seems, however, from the code we've played, that sections of the game have been purposefully





Rising Star lifts the PSP up where it belongs

PILOT ACADEMY

OUT: SEPT '06



Publisher **Rising Star** / Developer **Kuju** /
Players 1-8

WHAT IS IT?

Pilot Academy lets you take to the skies in a whole host of fantastic aircraft



When you think of genres perfect for the PSP, flight sims don't exactly spring to mind, in fact they're more likely to be somewhere near the bottom of the list. Nevertheless, Rising Star has gone ahead and is bringing one to our precious portable, and you know what? It's actually looking pretty good.

Pilot Academy is an extension of the hugely popular Japanese flight sim *Pilot Ni Narou!* - which translates as *Let's Become A Pilot!* - a game released back in 1998, which saw action on both the PSOne and PS2. Far from just a straightforward flight sim, *Pilot Academy* offers both military and civilian flight with single-player missions and challenges as well as multi-player combat.



▲ This super-fast spy plane should provide some interesting missions

The extensive mix of aircraft and gameplay on offer should ensure that *Pilot Academy* appeals to more than just plane-spotters, instead drawing on interest from a greater audience. Almost every avenue of aviation imaginable is covered, with military

the missions. You might have thought that the ground would rapidly disappear into a fog once you begin to ascend, but the technology on offer here will render the landscape from the ground right up to 30,000ft. Controlling the aircraft with the

Almost every avenue of aviation imaginable is covered

planes from World War I, World War II, the Cold War and present day, together with commercial and private planes ranging from tiny crop-dusters and private jets right through to huge passenger jets. Whatever your favoured method of air travel, it's bound to pop up somewhere in *Pilot Academy*, either at the start or once you've unlocked it.

You begin on training exercises that teach you the basics and lead you into the challenges that make up the meat of the game. With three regions to explore - of around 64 square kilometres each - there's certainly plenty to see as you traverse

somewhat limited buttons of the PSP is actually purported to be a simple affair - important when challenges require you to perform a host of aerial feats or make emergency landings in bad conditions.

Besides the ample single-player mode, the option for eight players to participate in multi-player games is also present, which should add even more depth to a game that's looking very impressive so far. ■ Simon Griffin

WE SAY We're really looking forward to getting our hands on *Pilot Academy* simply because it looks like nothing else on the PSP. Here's hoping it will deliver



▲ We don't know if this actually is the Red Baron, but let's say it is



▲ Dust those crops boy or momma'll tan yer hide, make no mistake

Ubisoft presents Sam Fisher's Spy Thriller

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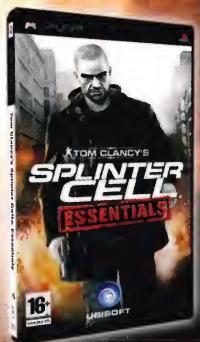
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UBISOFT

GOING UNDERGROUND

When normal PSP games just won't do you need to delve a little deeper...

It's taken a fair amount of time, but the PSP's library is now starting to receive a healthy bunch of standalone titles, proving beyond a shadow of a doubt that Sony's machine is little more than a doorstop for easy PS2 ports.

OutRun 2006: Coast to Coast, Me and My Katamari, Exit and the ever-awesome Grand Theft Auto: Liberty City Stories are just a few of the classy titles that are currently spinning in our UMD drives, and there are even more spectacular-looking titles coming our way too.

In fact, the only real problem we can see is that there are perhaps TOO many good games on the way, and we'll never

be able to afford them all. Sure, we get the odd freebie now and then, but like your good selves we're always keen on stretching our money as far as possible. So what do you do when you've run out of cash and fancy a new game to play on your PSP? Easy. Simply look to the wonderful world of homebrew where you'll find all your answers. And no, we're not talking about emulation for a change either...

While there are certainly plenty of great emulators available on the PSP, we've recently developed an unhealthy fascination for the machine's thriving homebrew games scene. Sure, some of the games are awful and would put an archaic 8-bit Spectrum game to shame, but there are just that many out there that deserve to be sitting on your PSP memory stick. Hell, some of them we'd actually pay money for, they really are that good.

Of course, being homebrew, some of the games that are available would give certain publishers a complete nightmare and it's unsurprising that several of the more popular titles have recently been taken down. We're not going to mention any actual names here, but a certain Italian plumber and blue hedgehog feature in quite a few titles that are still currently available, so it will be interesting to see how long these games stay in circulation before (or if) they are taken down. One thing that is interesting about the homebrew market though, is the sheer amount of different genres that are catered for. Whether you like puzzlers, first-person shooters, shoot-'em-ups or rhythm action games you'll find them all available for Sony's handheld wonder. Simply head on over to www.pspupdates.qj.net and see what's on offer for yourself. ■



BLAST FROM THE PAST

There's a staggering amount of homebrew titles currently available for Sony's sleek handheld, so rather than try and list them all, we'll simply highlight some of the most enjoyable titles that are currently available. If you've got access to homebrew, these are the titles you need to play.



Doom PSP v0.05

It may not have been the world's first FPS, but there's no denying that id's Doom is easily the most important, and now it's available for your PSP. One of the first things you'll notice once this classic blaster is up and running is just how damn fine everything looks. Sure, it's never going to give any recent PSP FPSs a run for their money, but due to Doom coming from a simpler age it's a hell of a lot easier to control.

Movement is taken care of by the analogue nub, while the all-important strafing is handled by the L and R triggers. It's a rather archaic system when compared to newer shooters, but there's no denying that it works. As a result you can simply marvel at its slick visuals, outstanding level design and some of the most intense action around.



DC Pang 0.3 Ad Hoc

Don't be fooled by its simplistic looks, as DC Pang is a tremendous little puzzler that will keep you hooked to your PSP for an absolute age. A conversion of the hit Mitchell arcade game, Pang may be 17 years old now, but its all-important gameplay remains as fresh as ever. For those who have never played it, the idea behind Pang is simple - burst the bubbles without letting any of them hit you. Sounds simple, but every time you hit a bubble with your gun/grappling hook it divides into two smaller ones. The downside to this of course is that the screen gets a lot more cramped, as the bubbles multiply. This build even features wireless multi-player.



Vector Infector Beta 1

Vector Infector is far from finished, but it's looking good. Imagine a version of Geometry Wars that's halfway between the original and the new Xbox 360 hit and you'll have a good idea at how this is shaping up. You steer with the Analogue nub or D-Pad, while the face buttons determine which way you fire. Quickly pressing L will change the way you fire (you can only shoot in the direction you face) while holding down R causes you to stop dead for better firing. You can also listen to your own music while playing. All you need to do is convert your MP3s to 44.1kHz, 32kbps, mono. You can have a total of three different tracks (titletunel.mp3-titletune3.mp3) and the songs can be selected by pressing start. If you're using the GTA hack you'll be unable to change the music as pressing start currently crashes the game!



KETM V0.9

KETM is an acronym for Kill Everything That Moves, and by golly it's appropriate, as there's a ridiculous amount of enemies to take care of. Like many other PSP titles, KETM is a conversion of a

popular PC title and has now found the perfect home for itself on Sony's portable wonder. While the game only features five levels and a small selection of enemies, the attention to detail is superb and there's even a 1942 mod that changes all the hi-

tech spacecraft into good old-fashioned World War II fighters. Throw in a decent selection of weapons, various difficulty modes and the ability to change the game as you wish and you've got an essential title.

**Beats Of Rage V0.09**

We've been following the progress of this excellent little beat-'em-up for some time and it's great to see how far it has progressed in such



a short time. For those not aware, Beats Of Rage initially started off on the Dreamcast and PC and immediately became a big hit thanks to its varied gameplay (it's a mix of King



Of Fighters visuals and Streets Of Rage gameplay) and the ability to try plenty of different mods (which effectively changes the game's characters etc).

This latest upgrade includes the original V1.0029 and OpenBOR V2.0045, which is a lot more reliable to use. It also features a new widescreen mode and automatically defaults to 333MHz, thus enabling a much smoother playing experience. If you're a fan of the greatly neglected scrolling beat-em-up then Beats Of Rage should be one of your first downloads.

Duke Nukem 3D

Hail to the king baby, the Duke is back. We've no idea what's happened to the greatly hyped Duke Nukem Forever (it's been in development hell for what seems an eternity) so we'll have to make do with his first FPS outing instead. While it lacks the superb design of id's Quake and Doom, Duke Nukem retains the original charm that made it so much fun to play. There's a suitable amount of meaty weapons to unleash, the tongue-in-cheek humour and bawdy references are bound to raise a smile and it still plays extremely well.

The controls are exactly the same as in Doom and Quake, but there are still a few problems with the actual code. No music is currently working, saving and loads don't work at the



moment either and it's rather prone to the odd crash. Still, like the excellent Vector Invasion it's a very good indication of what's coming our way.



Jazz Jackrabbit

Like Doom, Quake and Duke Nukem 3D, Jazz Jackrabbit is yet another PC title that's been converted to work on Sony's PSP. You'll need to have the original game files in order to play it, although this shouldn't be a problem if you already own the original PC version. A huge hit when it was first released back in 1994, Jazz Jackrabbit plays like a cross between Sonic The Hedgehog and the Mario Bros games. Even though it's well over ten years old now, the game has lost none of its charms and looks absolutely superb on the PSP's sharp screen. There's a staggering amount of different levels to play through and



plenty of variety in the stage design. Jazz himself is perfectly animated and is an absolute joy to control (even if the PSP's D-Pad isn't always up to the task).

As with many of the games we've featured it's compatible with the latest version of Fanjita's eLoader, so even gamers who have the latest PSP firmware (version 2.60 if you're wondering) will be able to play it. A superb platformer that's perfectly suited to its new lease of life on the PSP.

Penguin Scramble

One of the great things about the homebrew scene is the sheer amount of wacky concepts that can be found in it and Penguin Scramble is a fantastic example. To all intents and purposes, this is effectively a remake of the classic Konami hit Scramble. The difference here though is that your spaceship has been replaced by a – you guessed it – penguin (we think it's of the Rockhopper variety, but our penguin knowledge is sadly rather limited). For those unaware of the original game's heritage, the aim is fairly simple – negotiate the icy caverns without letting your penguin

come into contact with them. Don't be fooled into thinking it's an easy game though, as the tunnels constantly change in size and some parts of the game require amazing skill and precise D-pad manipulation to get through. The only downside to Penguin Scramble at the moment is that it's currently unable to save your high scores and that, unlike the original arcade game, you can't actually fire at anything (although this could very easily be implemented into the game at a later date).



Bombjack 1.0

Excellent, one of our favourite arcade games of yesteryear has been ported across to the PSP, and bloody good it is too. If you've never played the original game then you're missing out on a treat, as Bombjack was a classy little title that required a quick brain and deft joystick skills. Each level featured a select number of bombs, and the idea was to capture them all in order to move on to the next stage, whilst avoiding the many on-screen enemies. If you collected the bombs in a set

order it became possible to rack up some obscene scores that would rapidly boost you up the arcade leaderboard.

This PSP conversion includes everything you'd expect from a good update. The graphics and audio are vastly superior – whilst retaining obvious nods to the original arcade game – and the classic gameplay is perfectly intact. While Bombjack only features 14 levels to play through, it's saved by the fact that you can modify and edit them to your heart's content with the handy Windows Level Editor 1.0. Every

aspect of the game can be modified, and it gives this cracking update even more lasting appeal than it already has. Addictive fun.



EMULATOR SET-UP

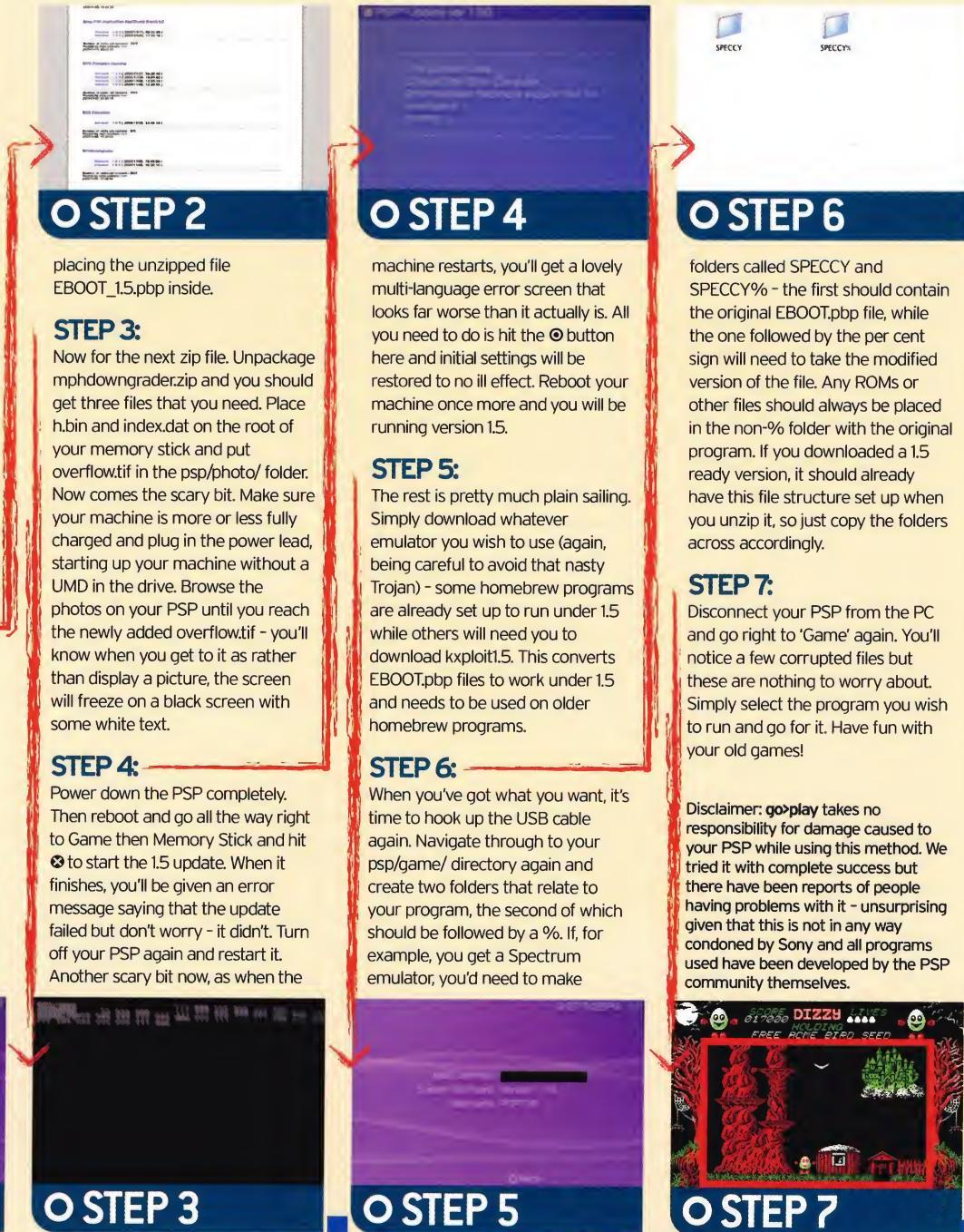
New to the whole homebrew scene? There are plenty of different ways to get started and that number is increasing every day. Read on for just one of the methods...

STEP 1:

Before you even think about running emulators on your PSP, you'll need to be aware of which firmware version you're running. If you've been playing the most recent games like *GTA*, chances are you've moved onto a newer version that won't help your chances of going retro. However, every day hackers are finding ways to get around the updates and will continue to do so, making exercises like this out of date as soon as they're written. If you haven't updated your PSP firmware for a while then follow these simple steps. Downgrading the firmware is generally unnecessary now so check online before doing anything. To check which versions you have, boot up your PSP and choose 'System Settings' followed by 'System Information' - if you're running 1.5, skip the next few steps. 2.0 users, read on.

STEP 2:

Time to round up the required software. Jump on a PC and head over to www.chez.com/mph to get the program MPHDowngrader - you'll also need a copy of the original 1.5 upgrade (called EBOOT_1.5.zip, 13.2Mb) but make sure you get it from a reliable source as the Trojan that can cause your PSP to become unusable is still out there. When you've got both files, unzip EBOOT_1.5.zip. Then hook up your PSP using a USB cable and create a folder called 'update' in the psp/game/ directory,



STEP 6

folders called SPECCY and SPECCY% - the first should contain the original EBOOT.pbp file, while the one followed by the per cent sign will need to take the modified version of the file. Any ROMs or other files should always be placed in the non-% folder with the original program. If you downloaded a 1.5 ready version, it should already have this file structure set up when you unzip it, so just copy the folders across accordingly.

STEP 7:

Disconnect your PSP from the PC and go right to 'Game' again. You'll notice a few corrupted files but these are nothing to worry about. Simply select the program you wish to run and go for it. Have fun with your old games!

Disclaimer: *goplay* takes no responsibility for damage caused to your PSP while using this method. We tried it with complete success but there have been reports of people having problems with it - unsurprising given that this is not in any way condoned by Sony and all programs used have been developed by the PSP community themselves.

STEP 1

STEP 3

STEP 5

STEP 7

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WE PLAY 'EM, WE RATE 'EM, YOU BUY 'EM

HIGHLIGHTS

“ Despite a couple of **small problems** this has to be the **most complete** PSP game to date...

Feel the **mighty force** of the Navy SEALs in Fireteam Bravo on **page 50**

“ **Minor changes** don't hide the fact that this is a version of a game that's effectively had the **Vodka and Martini** removed.

James Bond is very much **shaken** but not stirred on **page 58**



“ The PSP manifestation has pulled something **quite remarkable** out of the bag. Yes, this boy's **done good**.

FIFA Street 2 in **good game shocker**. What's going on? You best head to **page 64** to find out!



Reviewed this month

[50] SOCOM: US NAVY SEALS Fireteam Bravo

A brand new adventure for the rock-hard Navy boys. Hey terrorists, terrorise this!

Turn over to read our verdict...

PLUS ALL THIS!

- [72] Breath Of Fire III
- [54] Dexter
- [62] Football Manager Handheld
- [64] FIFA Street 2
- [58] From Russia With Love
- [73] Gottlieb Pinball Classics
- [74] Infected
- [66] Key Of Heaven
- [70] MegaMan Maverick Hunter X
- [73] Midway Arcade Treasures Extended Play
- [71] PQ: Practical Intelligence Quotient
- [68] Samurai Warriors: State Of War



How we review

The Big Question

Even the fairest-minded reviewer makes assumptions. How good have the developer's other games been? How good are the games this is up against? We outline The Big Questions...

Percentage Score

It's a games mag tradition to score out of 100 per cent, and who are we to break with tradition? Chances are you know how these work, but in case you don't:

Under 30% = atrocious
Under 60% = pretty damn poor

Around 70% = now we're interested

Around 80% = well worth buying

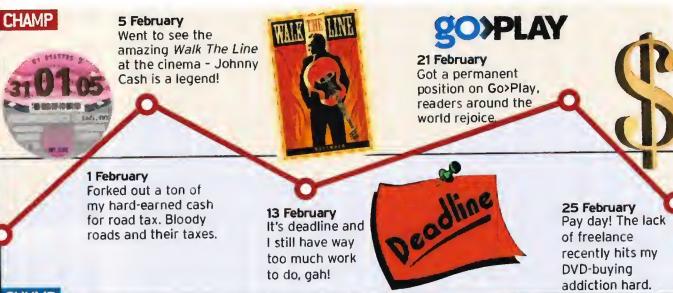
Around 90% = fantastic. Sell your gran to get it

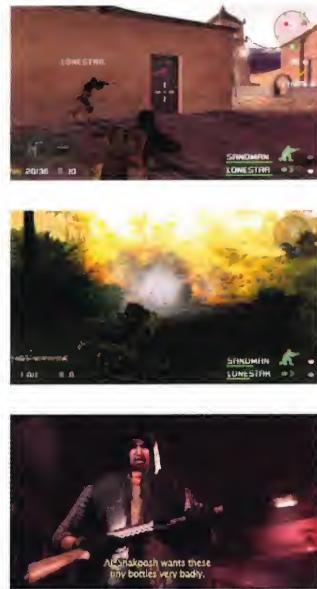
Summing-Up Line

The whole game boiled down to 15 or so words.

CHAMP OR CHUMP?

So, what exactly have the hard-working, hot-to-trot **Go>Play** crew been up to this month? We ask them directly...





The SOCOM lads are here to save the world again

SOCOM: US NAVY SEALS FIRETEAM BRAVO

OUT: 21 APRIL (i)

Publisher **SCEE** / Developer **Zipper** /
Price **£34.99** / Players **1-16** /
Supports **Wi-Fi LAM multi-player, Wi-Fi Internet multi-player**

THE Big QUESTIONS (i)

Isn't this just a cut-down version of **SOCOM 3**?

While the plots run concurrently and deal with exactly the same enemies, the missions are different enough that both games will provide you with unique and individual experiences.

With only a two-man team, are the orders limited?

Not really. You can order your teammate to do a fair amount of tasks. If you don't like the look of a door then send him through first, or if you want cover while you scout ahead he'll do that too.

The genre of tactical squad-based shoot-'em-ups is awash with titles on most formats. So far on PSP the closest we've come is *Splinter Cell Essentials*, which obviously covers the tactical matter but leaves the squad aspect out in the cold. To fill that void, Sony has brought its top-selling *SOCOM* series to the handheld. Before you get all cynical, this isn't just a straight port of the PS2's *SOCOM 3* and is PSP-exclusive.



Fireteam Bravo finds hardened SEALs Sandman and Lonestar tackling threats to global security with high-powered rifles and little dose of stealth. The plot sees the two troopers jet-setting across the world, from the PSP-exclusive location of Chile to the *SOCOM 3* locales of Morocco, Poland and South Asia, keeping truth, justice and the American way in mind at all times.

The 14 missions follow the same formula as previous *SOCOM* games,

with a main target or objective and several secondary tasks to undertake. Locations vary from urban environments to vegetation-covered jungle villages, giving a good choice of gameplay styles with different types of cover and multi-tiered areas. The way you approach missions is up to you and you can take the quiet stealthy approach or simply run in, guns blazing. Alternatively you can sit back and make your teammate do all the work. The orders available are a





This isn't just a straight port of the PS2's SOCOM 3

pretty standard selection and you can tell Lonestar to give you cover, run to a certain location, fire at will and various other standard operating procedures. Having only one person to order around slightly limits what you can do and offers a less complex experience than the PS2 versions, although there are enough orders that you can probably make missions as convoluted as you wish.

Besides the substantial campaign mode there is also Instant Action, which allows you to play a variety of

different game types on the levels you have completed in the campaign. The game types include Hostage Extract, which is self-explanatory; Stealth Extract, which is the same only quieter; Sweep and Clear, which requires you to eliminate all the hostiles in the level within a time limit; and finally, Sabotage and Stealth Sabotage have you disabling a vital piece of enemy equipment adopting noisy and quiet methods respectively. These all give tremendous replay value to levels that you've already

completed and would normally not visit again.

Of course, all this would be rubbish without some decent enemy AI behind it all. Unfortunately, *Fireteam Bravo* is slightly let down here, but not necessarily by bad AI, more inconsistent AI. Sometimes it's really hard to creep around without getting spotted and the moment you are, the enemies will, sensibly, run for cover. Other times, however, you can make all the noise you want and they wander around oblivious. To be fair, this is a pretty rare instance and on the whole you'll need to be wary of getting spotted and your head ventilated, so don't run around

EXTRAS

CROSSTALK

SYNC ALL FILES

STATUS	TYPE	ITEM
UNLOCKED		Dessert Siege - Obtain map
UNLOCKED		Dessert Siege - Obtain memo
LOCKED		Sabotage - Extract MRGPIE unarmored
LOCKED		Biohazard - Obtain training WWR
LOCKED		Under Fire - Obtain intel
UNLOCKED		Underway - Obtain laptop

By obtaining map intel in *Dessert Siege*, *SOCOM 3* has updated its knowledge of regional geography and marked possible MRFF locations in the *Wake of the Fallen* mission of *SOCOM 3*.

go play **BACK**

There's a wealth of stuff to unlock via Crosstalk that will help you out. In no way is it a cynical ploy to get you to buy both *SOCOM 3* and *Fireteam Bravo*

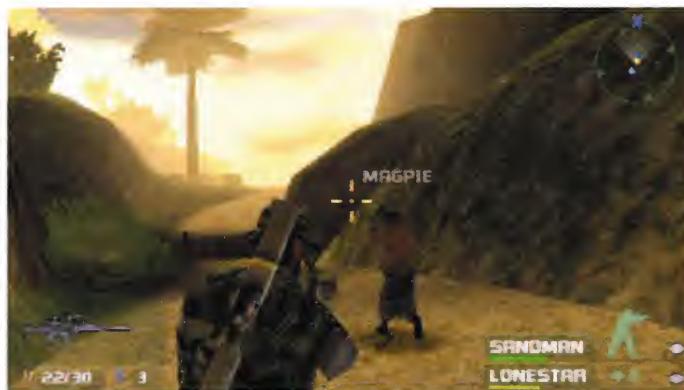
It's good to talk

Crosstalk - it's the future!

Believe it or not. Crosstalk is not some sort of anger management tool, but rather the phrase coined by Sony for when PSP and PS2 games interact with each other. Complete certain objectives in *Fireteam Bravo* and you will be able to unlock bonuses in *SOCOM 3* and vice versa. This isn't the first

time we've seen this, but it's not used enough if you ask us. Not only are items unlocked but you can also make *SOCOM 3* a great deal easier by gathering intel, capturing terrorists or destroying equipment. Sync your files and your actions in *Fireteam Bravo* will be reflected in the PS2 game - cool, huh?





mooning everyone you see, okay?

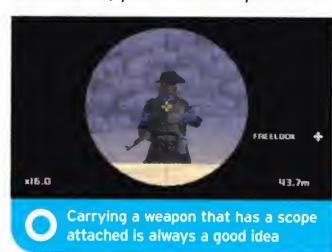
If, once in a while, you take a break from killing all those enemies to take a look around, you may notice that - considering the size of many of the areas that the missions take place in - the graphics still remain impressive and it's refreshing to see that level size has not been reduced in favour of pretty visuals.

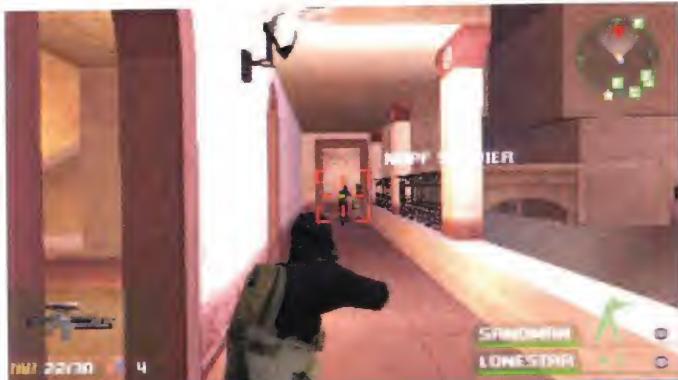
Fireteam Bravo may not be the best-looking PSP game you'll ever encounter, but the graphics certainly aren't too shabby either, especially where the character models are concerned.

It's easy to see that the high production values of the PS2 games have been kept in mind, with great voiceover work and some cracking cut-scenes, not forgetting the rousing,

left shoulder button to strafe or, if you want to look around, you'll need to enter 'freelook' mode with a press of the D-pad, which has the side effect of limiting your movement. This doesn't sound too great when bad guys might be jumping out to surprise you at any moment and you need to perform an acrobatic feat of button pressing to take them out.

However, to get around this, *Fireteam Bravo* has a simple lock-on feature that will pick out the nearest enemy with a quick push of the right shoulder button. Obviously this is pretty much essential with the control system being the way it is, but hardcore *SOCOM* nuts might find it makes the game a little too easy. Rather than stealthily creeping around a level and taking out enemies, just push the lock-on button





If the crosshairs turn red then you're going to hit the target. Your position, movement and distance will all affect your accuracy so don't fire while doing cartwheels

and any bad guys will be revealed, even if they're out of range. Despite these control issues, the game is still every bit as playable as its big brothers and the control system has been set up as well as it could have been, so kudos to Zipper.

Sticking with the controls a while longer, the option to change the dead zone area of the analog nub has been added to the settings, allowing you to make it more or less sensitive. This is something that many PSP titles are somewhat lacking and therefore it's great to finally see a developer take the initiative.

The controls also affect the way the multi-player games are played. Obviously the control system is exactly the same, but the lock-on feature manages to take the emphasis off stealth once again, as even if you can't see an opposing player behind some bushes, a tap of

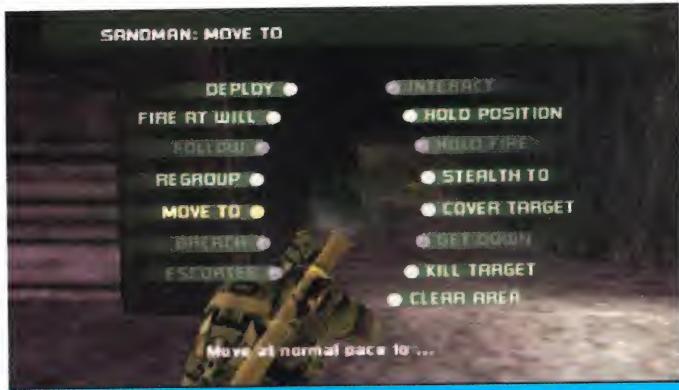


the lock-on button will reveal his position to you. So hiding from the enemy is pretty pointless unless you have a large solid structure to cower behind. The multi-player still remains fun though, despite this gameplay element being changed. The obvious other change to the online mode is the lack of a headset, but apparently Sony is planning to release one, so you will be able to chat to your online team-mates and plan your attack. One thing that is sorely lacking is a co-operative multi-player mode. Even if this were limited to two players it would still provide a new way to play the campaign missions and if you're playing ad hoc there's even no need for headsets, you can just communicate in real-time! Alas it wasn't to be, although we're not really sure why - come on Zipper, sort it out for the next game.

Despite a couple of small problems,



They can run but they can't hide, especially when the auto-aim targets their noggin for you. Squeeze that trigger and send another terrorist to meet his maker



There's a wide range of orders to bark at Lonestar; some of which can make your life a whole lot easier - so make sure you don't let him forget who's boss

this has to be the most complete PSP game to date. With a substantial single-player mode, Crosstalk options for SOCOM 3 owners, both ad hoc and infrastructure modes available with a host of match types and maps - *Fireteam Bravo* really does have it all! Okay, we admit that visually it isn't top drawer in places and the altered controls make the gameplay too easy at times, but the fact is that it still provides hours and hours of fun both on and offline. ■ **Simon Griffin**

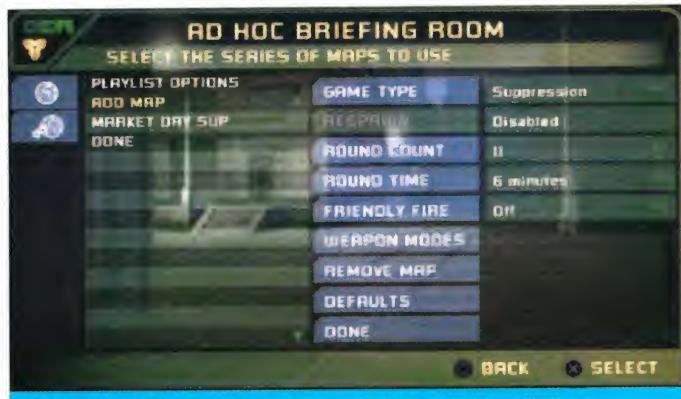
Control problems aside, it's a **91%**

Go team!

Playing with yourself is never as much fun...

SOCOM has always been at the forefront of online PlayStation gaming and the PSP version is no different, with both ad hoc and infrastructure multi-player options. Modes include Suppression - a team-based deathmatch; Captive - another team-based deathmatch in which team-mates can be revived if killed; Demolition - get to the centrally located bomb first and plant it at the base of the opposing team; and finally, Extract - protect or rescue a group of

hostages, depending on which team you're on. The number of players you will be allowed is determined by the game type you choose, but it will be a maximum of 8 or 16 players, which - if we're not mistaken - is one of the highest seen on PSP yet.



There are a host of settings to fiddle around with to make the multi-player experience as rewarding as possible. Just make sure you're on the winning team



Jak's ratty buddy finally gets a slice of the limelight

DAXTER

OUT: 14 April



Publisher SCEA / Developer Ready At Dawn / Price £34.99 / Players 1-2 / Supports Wi-Fi LAN Multi-player

THE Big QUESTIONS



How does *Daxter* differ from *Jak And Daxter* then?

This is pure platform. Whilst there are a number of sections to break it up the core gameplay requires you to use Daxter's unique skills and weapons to negotiate the levels and dispatch the metal bugs.

But, there can't be much left in the platform mould after all these years?

Right, but when was the last time you played a good-quality platform game, eh? If you've played many in the past, you'll be left with a deep, almost profound feeling of nostalgia at the end of *Daxter*.

Now, you may be looking at this review with a fair deal of confusion, perhaps perplexed at its prominence and size in *GoPlay*. You may be baffled by the fact that we've chosen to devote three whole pages to this seemingly innocuous platformer and slotted it in right near the front of our overflowing reviews section. We assure you, however, that you're not nearly as confused as we were having got our hands on *Daxter*, the first title from fresh-faced development team Ready At Dawn. We're rarely surprised by games - disappointed, yes, but seldom surprised - we play them every day of our lives after all. What does amaze us, though, is the arrival of a title that surpasses expectation so completely that you



have to hunt down the developer and have a right old chat.

California-based Ready At Dawn studio is a company that was born of necessity, but one of great pedigree all the same. Comprising former members of *Warcraft* legend Blizzard, as well as *Jak And Daxter* developer Naughty Dog, *Daxter* is its first endeavour and clearly one that displays a unique understanding of the PSP's architecture. Seemingly unfazed by the traditional concerns associated with developing for the PSP, the *Daxter* team set out to produce a triple-A platformer with no

excuses. Normally a title like *Daxter* would receive a fairly cursory glance, but given the immensely enjoyable gameplay, varied levels and charismatic lead character, it's difficult for us to remain aloof about this title.

The first thing you'll notice is the remarkable elegance of Daxter himself. As an ottsel - half otter half weasel - he's incredibly agile, bounding, leaping and crawling with exceptional ease. As the game progresses, access to improved moves and weapons grants him yet more manoeuvrability. Given the clunkiness, camera issues and

A title that surpasses our expectation completely



We could make a 'shouldn't have had that vindaloo last night' gag, but that would be purile and silly, wouldn't it?



Meet our office bug. He tends to get beaten about a lot by the other bugs though. Let's feed him some steroids





O Bug versus bug in the Bug Combat mini-game. Choose from one of three kinds of attack, add a special ability and give 'em a taste of bug spit

counter-intuitive nature of many similar titles on the PSP, it's this kind of no-nonsense attitude toward platforming that should see *Daxter* topping the charts. It's classic gameplay, yes, but in no way does it feel stale, uninventive or in the slightest bit stagnant. There's comedy at every turn, with the cheeky rodent cracking funnies left, right and centre;

around the time of *Jak 2* and, as such, tells the tale of Daxter as he seeks to free his pointy-eared buddy from incarceration. Inadvertently hired as a bug exterminator, Daxter tackles the smaller versions of the metal heads - the metal bugs. Charged with numerous bug-hunting tasks, the majority of the game sees you spraying and swatting the



O One of the many vehicles present in *Daxter*. All those pointy bits must make it a bit of a nightmare getting past the MOT



There's an array of truly likable (and dislikable) characters

there's an array of truly likable (and dislikable) characters and probably most importantly, there's a brand new game engine allowing the development team to really go to town with their ideas. This is something that shines through almost as brightly as Daxter's winning smile, as the variation in gameplay elements is unparalleled. Not only are there vehicle sections, involving an array of challenges and dream sequence mini-games, but there is also an entirely new aspect in the multi-player bug combat.

Bugs aren't only to be found in the multi-player, however, as *Daxter* is set

irritating insects, and aiding the inhabitants of Haven City.

With so many nooks and crannies to explore, the city is a gold mine of goodies. Some directly influence Daxter's progress through the game - which is mainly based around bug extermination and freeing Jak - but other pick-ups help you build a stable of creepy crawlies. Fighting bugs. Kind of like a futuristic cock-fight, this side interest involves collecting bugs, powering them up and filling them with enough steroids to kill a Russian shot-putter before throwing them into the ring to duke it out in front of the baying audience. Based on the age-

old game scissors-paper-stone, this bizarre but fulfilling multi-player component gives the whole affair a trading card game feel, with players battling their own unique bugs against one another.

The dream sequences also regularly spice up the bug-bashing gameplay. Being a rather lazy tyke, Daxter often feels the need to take a quick nap during the course of his adventures. Collecting enough precursor orbs allows you to enter one of his dreams and control him as he reprises famously heroic roles, pitting himself against enemies from the *Jak And Daxter* series. With a humorous nod in the direction of many Hollywood blockbusters and famous myths and legends, these serve not only to break up the game,

Enter the ottsel

Sweet dreams are made of these

Each of the mini-games is based on some kind of heroic feat, famous match-up or particularly awesome scene from a film. The first time Daxter hits the sack you're treated to one of the best mini-games in

gaming. More than faintly reminiscent of *The Matrix*'s Neo versus multiple-agent Smith scene, Daxter dons a black leather coat and dark shades to do battle with the bad guys. It's not all for fun though,

as upon waking up - and this is an excellent example of the kind of comedy present throughout the game - Daxter exclaims "I know Kung-Fu", giving him another move to add to his arsenal.



O Daxter gets his mitts on all manner of weapons throughout the course of the game. This, obviously, is a flamethrower. Chargrilled elephant turd anyone?





but also to give players something to come back to again and again to improve scores. Not that *Daxter* needs much more longevity, though, as it's among the most involved platformers around - on or off the PSP. A total of around 30

hours' gaming will be required to fully complete it and, coupled with the multi-player bug combat mode, it looks to be a daunting prospect for completists out there. Also shovelling more on to this giant mound of gameplay is the ability to hook your PSP up to your *Jak X: Combat Racing* save game, giving you an extra few levels of bug extermination.

What Ready At Dawn has done with *Daxter* shows the immense power and flexibility of the PSP and the developer even admits that it's nowhere near the limits of the console's capabilities. The result, then, is a clear step-up in what is expected of Sony's handheld and a shining light to all developers wanting to reinvigorate an ageing genre. *Daxter* is pretty much a game for everyone to play and enjoy, even those who thought the platform genre had long been eradicated. ■ **Tom Leclerc**

Enjoyable platformer taking the genre back to its roots **89%**



I really, really shouldn't have had that vindaloo. No, really, this is agony!

Developing Daxter

With such an impressive title just out, we took the chance to speak to Ready At Dawn's president Didier Malenfant about some of the thought processes behind *Daxter*

GP It's a new company as well as a new title, so give us a little background on Ready At Dawn.

DM RAD was formed in September of 2003, right after I left Naughty Dog. I worked on the original *Jak And Daxter* and *Jak 2*. Ru and Andrea, originally came from Blizzard and worked on the *Warcraft* and *StarCraft* franchises. We started RAD mostly because there really weren't any triple-A console developers around in Orange County. Essentially, all you had was Blizzard doing loads of PC-based stuff. There were a lot of guys around at the time who really wanted to work on great-quality console titles, so we capitalised on that with RAD.

GP What prompted you to go with *Daxter* as your first title?

DM When I left Naughty Dog, the *Daxter* thing came from conversations I was having with Jason Ruben. He suggested we do a *Jak And Daxter* game for the PSP because I was really interested in working on the platform, and I came back a while later with the idea of doing something that gives fans of the franchise something they've never seen before and will never see anywhere else. *Daxter* has always been one of the most popular - and certainly the most controversial - characters in the series, so a lot of people really wanted to find out about him. It also gave us a lot of room with the gameplay ideas and really gave us the freedom to explore Haven in a different way.



GP So how does this story fit into the series?

DM It completes the trilogy in a lot of ways by telling people how Daxter winds up saving Jak. A lot of people who played the previous games know, of course, the end points in the story, but there's lots of space in between that they don't know about and that's kind of fun to fill in. Jak makes some cameo appearances during the cut-scenes, and the opening cut-scene shows Jak and Daxter crash landing in Haven, just like they do on the PS2, only this time you follow Daxter.

GP What are your main achievements with *Daxter*?

DM Well, as you can see, *Daxter* is head and shoulders above any other title out there in terms of visuals. The *Jak And Daxter* series has always pushed the boundaries of the PS2, so we continued that onto the PSP. It looks great, the load times are real short, and it shows people what the PSP is capable of when you use it properly. In terms of gameplay mechanics, something we're really happy with is the spray hovering mechanic and the Ottsel mode. Both of these take the classic platforming mechanic and push it that little bit further - kind of platforming without the platforms. It allows us to do something really special with our levels.



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GoPlay is shaken but not stirred by this double O dear outing

FROM RUSSIA WITH LOVE

OUT: 14 April



Publisher EA / Developer In-House /
Price £34.99 / Players 1-4 /
Supports Wi-Fi Multi-player

THE Big QUESTIONS

It's amazing what they can fit onto a PSP these days; you can watch old Eighties films you'd forgotten about on its elongated screen, even surf the net slower than a C64 powered by peddling polecats. And now you can play an interactive version of the James Bond classic, *From Russia With Love*. Or at least that's what EA would like you to think.

When the game came out a few months ago on the PS2, it met with harsh critical scepticism. This was mainly due to the fact it was based on an old sixties *Bond* film. It looked authentic, with digitised faces of the

original cast. It sounded authentic, with swirling John Barry strings and Sean Connery's croaking voice requesting Archers Via at the bar, or something. Even Natasha Bedingfield got in on the act, lending her voice to the posh Prime Minister's daughter. And all of these things stay essentially the same in the PSP version. It's cheap thrills, but then again that's what recent *Bond* games do best, except he's drinking Beaujolais in Venice while you're chowing down on a packet of Nik Naks on platform four.

Its setting gives you the chance to shudder at the poison-shoed Russian momma and the arch villain - one of Blofeld's protégés - Donald 'Red'

Grant. Donald isn't exactly a name that strikes fear into the hearts of international super sleuths. He pops up in the famous hedge maze, laughing at Mr. Bond occasionally. But after you've smiled at the well-observed characters, the game quickly loses its appeal. As you battle through, you'll have to fight stacks of leather-clad enemies, looking exactly like they're from *Austin Powers* or *No One Lives Forever*. It gets laughable at the end, of course, when Grant straps himself into a giant armoured robot complete with "lasers". If you can swallow any knowledge of the film (and games in general) you'll probably find it quite an enjoyable romp. However, it all feels like a *Bond*



Q The Q-copters are fun and you'll find the odd secret. They're also impervious to crashes



Q Bond practises his "how!" greeting for his important meeting with Fred Dinage



parody - not really part of the franchise; it's not game breaking but it does niggle at you all the same. However there is one thing that does completely ruin *Russia* on the PSP and makes it infinitely inferior to the PS2 version. They've taken out the vehicle missions!

On the PS2 you could drive the sleeky silver Aston Martin, fire big fat homing missiles and explode... stuff! Here on the PSP you'll have to make do with a cut-scene of Bond getting in and out of a car. It just seems so

incredibly lazy that they couldn't be bothered to convert the control system for the vehicles onto the PSP. If *Liberty City Stories* can be squeezed onto a two-inch square white and shiny disk then surely EA could plonk the entirety of yet another *Bond* cash-in onto one?

You do wonder why they left it out, as it leaves a massive hole in the game. It should break up the repetitive nature of the third-person missions, but with it missing, the game feels short and a waste of

precious battery power. In fact, it's so short that we managed to get to the penultimate level in just over two hours. It's like a massive chunk has been hacked out and left on Q's desk next to his lunch. The game ends up giving you an icky cheated feeling

Nothing or everything?

EA and Mister James Bond - a torrid affair

Electronic Arts started making movie ties-ins for the PSOne. *The World is not Enough* was a shoddy attempt to rekindle *GoldenEye*'s glory moments. It was only when the publisher started to branch out with its own storylines that the games became

more fun and not a chore. *Agent Under Fire* in 2001 marked a change for EA and the company started to make third-person *Bond* games. They created *Bond Moments* where you're rewarded for doing something like drive a car through

lots of glass or blow something up. The formula hasn't changed much for this instalment either; we're ignoring the hideous zit that was *GoldenEye: Rogue Agent*. It should have been sent far away into space, never to be seen again.

[It all feels like a Bond parody, not really part of the franchise]



Scared? Are you? As scared as you were when you saw Pete Burns for the first time? You should be, this man is bad and he's called Donald





Ready! Jet Set! Go! We love jetpacks, they like sooo rule

since all the original FMV seems to be taking up the room. And the video is so hideously fuzzy that it'll make grown men think they forgot to wipe the screen the last time they slotted in certain risqué UMDs.

Another thing lost in the conversion is a sense of control. Moving Bond with the analogue nub is like trying to shift an elephant stuck in a sea of artichoke soup (that stuff is thicker than wallpaper paste).

In the end it's a diet version of a kitsch Bond shooter

There's not even a centre camera button, you have to hold down a button to spin the camera slowly around 007. The view moves so leisurely it looks like a carousel ride - you can almost hear the Wurlitzer organ in the background. It's licence to mill, ahem.

The only way to avoid this is to lock on to a target, but without a centre camera option, it's difficult to know where your nearest enemy is. Killing the bad guys in third person

can be quite fun, particularly when you get to grips with Bond Focus. This allows you to pinpoint a weak spot in their armour or weaponry and disable them. The best fun is watching the ensuing hilarity as you shoot off a live grenade from a grunt's belt. Some of the cut-scenes are laughable too. They obviously worked well in the subtle cold war setting of the film, but in a big blasting videogame, it's another

story. After fighting a crazy gun battle with waves and waves of grunts, you'll be shown a scene where Bond gets hit on the back of his head. It all seems completely ludicrous considering he's just killed a small army and is knocked cold by a swift judo chop to the neck.

Also some of the tutorial parts of the game seem to have been lost in the soup. For instance, you're not told how to control the jet-pack properly. It's a mixture of guesswork

and luck. However, improved on the PS2 version is the weapons upgrading. You can now upgrade in-game without having to worry about skill points or remembering to do it after you complete a level. But these minor changes don't hide the fact that this is a version of a game that's effectively had the Vodka and Martini well-and-truly removed.

A final note should be levied at the multi-player missions. Jet-packs are great, everybody should have one - actually, that should now be made law. In multi-player it almost works, it seems like EA were a little rushed in this too. The textures are bland and the same control problems dog this as well. There are extra levels, modes and skins, which include Jaws and that can't be bad. Unfortunately, it still doesn't cover up the holes riddled in its belly. In the end, it's a diet version of a kitsch Bond shooter. You're better off sitting at home playing this than on the bus. ■

Henrietta Rowlatt

Play it on the PS2 and leave this well alone. Dr. Nooooo!

62%





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REVIEWS

Recent Results

Pos	Team	P	W	D	L	F	A	GD	Pts
5th	Southampton	7	3	4	0	12	6	6	13
6th	Norwich	7	4	1	2	10	6	4	13
7th	Stoke	7	3	3	1	11	6	5	12
8th	Derby	7	3	2	2	7	3	4	11
9th	Leeds	7	3	2	2	8	6	2	11

Upcoming Fixtures

Date	Home Team	Away Team
13/09	(A) Preston	CH
17/09	(H) Shrewsbury	CH
21/09	(A) Blackpool	LC
24/09	(A) Leicester	CH

John Terry

Attributes	Defender (Centre)	Physical
Aggression	14	14
Age	24 years old	13
Nationality	English	13
Club	Chelsea	13
Technical		
Close control	14	14
Drilling	14	14
Heading	14	14
Possession	14	14
Shooting	14	14
Tackling	14	14
Technique	14	14

The statistics have been brutally cut down, but in a good way

Seth Johnson

Transfer Offer	Overview
Offer	Transfer
Amount	£240K
Transfer Date	Next Available (18/09/06)
Comments	Your Assistant Manager believes Derby see Seth Johnson as an important first team player.

"Fetch the coal scuttle our Seth. Champion!"

Small boys in the park, PSPs for goalposts...

FOOTBALL MANAGER HANDHELD

OUT: 13 APRIL

Publisher SEGA / Developer Sports Interactive / Price £34.99 / Players 1 / Supports N/A

THE Big QUESTIONS

Why would anyone even want to be seen dead tinkering with such a spreadsheet?

In its defence, the technical limitations of the PSP versus the PC mean that a lot of much-needed streamlining has taken place. It's like a stats-driven game without the stats.

You've convinced me. How many of the prima donnas can I get my mitts on, then?

Well, there are seven available countries comprising 19 individual leagues and 354 manageable clubs. Don't forget it's only 36 players to a squad, though.

It's a funny old game, as they say. In pretty much every other genre, a stripped-down PSP outing for a current-generation game would - and should - be critically panned right across the board. However, *Football Manager Handheld*, a conversion, of course, of the PC stalwart that has run to the present day from around the dawn of time, was actually somewhat in need of the old hairdryer treatment. Therefore the features lacking here represent more a trimming of dead wood than uprooting the tree outright and planting thorn bushes in the void that remains. The continuing strength of relatively intangible elements too, such as news generation and transfer dealings, comprehensively hide the fact that all you're really doing is

playing a jumped-up game of Top Trumps. With yourself.

It's indicative of just how smoothly the *Football Manager* series slots you into the shoes of your average outspoken gaffer that it's actually quite a difficult game to review. Simply, it stubbornly refuses to be broken down into its constituent parts. If done properly, technical issues in management sims, such as the interface or the mathematics behind your team's performance on the pitch, become almost anonymous: all you should see in your mind's eye is a jinking run down

the wing or some lardy-boy agent trying to squeeze some extra cash out of you. It's a hard façade to keep up, though: if anything way out occurs, any sense of realism and fairness is lost and the entire point of the game is compromised. Somehow, *Football Manager Handheld* always seems to straddle this crucial barrier; remaining accessible enough to lure you in and complex enough, behind the scenes, to ensure you never quite declare its treatment unfair. In short, it's the most realistic simulation this side of winning the lottery, buying a club and being manager yourself.

Formation: 3-4-3

Formation: 3-5-2

Formation: 3-5-2 Attacking

Formation: 3-5-2 Defensive

Formation: 4-1-2-1-2

Formation: 4-1-3-2

Formation: 4-2-4

Formation: 4-3-3

Formation: 4-4-2

Formation: 4-4-2 Attacking

Formation: 4-4-2 Defensive

Formation: 4-4-2 Diamond

Formation: 4-5-1

Yes, it's not exactly hands-on, but at least it doesn't over-complicate

Stoke City

Formation: 3-5-2 Attacking

Players: Flavio Conceicao, Kopeff, Grant, Junior, Chadwick, Soje, Heathers, Santos, Williams

Overall	P	W	D	L	F	A	GD	Pts
1st Arsenal	5	4	1	0	13	3	10	13
2nd Chelsea	5	4	1	0	11	2	9	13
3rd Tottenham	5	4	1	0	11	3	8	13
4th Charlton	5	3	0	2	8	6	2	9
5th Man Utd	4	3	0	1	4	2	2	9
6th Blackburn	5	3	0	2	6	7	-1	9
7th Aston Villa	5	2	2	1	6	5	1	8
8th Man City	5	2	1	2	6	6	0	7
9th Middlesbrough	5	2	1	2	6	6	0	7
10th Newcastle	5	2	1	2	7	10	-3	7
11th West Ham	5	1	3	1	4	4	0	6
12th Sunderland	5	2	0	3	6	9	-3	6
12th Birmingham	5	1	3	7	5	7	-2	5

Setting the difficult business of explaining exactly why SI's title stands head and shoulders above any other, a few more factual titbits might prove useful. First, there's no moveable cursor in place of a mouse here. Pretty much the entirety of your managerial life is contained in a menu

an assistant, however, such decisions have been largely reduced to whether you want 'light', 'medium' or 'intensive' training in a number of key areas. This might provoke some PC owners into a particularly vicious gesticulation of the mouse, but where the different options and choices of

possible to have one league set as 'active' per game - in European competition your opposition will always be at a disadvantage due to this fact.

It really is a tremendous effort to offer as much as *Football Manager Handheld*, whilst fitting your save file into one measly Megabyte. If you're after the ultimate in immersion it's the PC version you're after. For management nuggets though, there's simply no comparison. ■ **Dave Shaw**

Slots you into the shoes of your average outspoken gaffer

on the left-hand side of the screen, from which you can bring up everything you need. The left and right shoulder buttons cycle forwards and backwards through your page history, whilst certain pages - like the recent Xbox 360 conversion - feature Teletext-style commands mapped to the four face buttons to quickly flick to the relevant information.

After picking your team from one of seven available countries (that's England, France, Germany, Holland, Italy, Scotland and Spain, fact fans!), it's time to get to work. The essential functions of a manager remain: picking the team, deciding on tactics, negotiating contracts, working out training schedules, and so on. Some have been simplified somewhat, though. There's no function to set your training to be administered by

staff involved with stipulating training regimes had begun to confuse *Football Manager 2006* players (not to mention throw doubt upon just what effect it all had), this PSP version's simplicity allows you to have a rather enjoyable but non-committal stab at it.

Of course, some compromises have had to be made for such a number-crunching behemoth to appear in handheld form and it'd be unfair not to list them at least. For the record, the maximum squad size is 36 players. This may sound as if it's more than adequate, but there isn't really such a thing as youth and reserve sides. Consequently, each club is lumbered with a load of transfers - stopping kids at the game's outset that you're only really going to ditch straightaway. Second, it's only

A truly spectacular 30-yard drive. Back of the net! 88%

It's only words...

Sports Interactive goes back to the future!

Though SI has finally ironed out almost all of the initial issues with its 2D-match engine, the shameful early days of *Championship Manager 4* still live long in the memory. Perhaps with this in mind, *Handheld*

sees a return to the beloved text engine that once powered the whole show. It's strange, but not being able to directly see what's going on in a match actually improves the game in many ways.

Gone are players who hover gracefully, impotently, right over the ball (and the like), to be replaced by your own imagination where, of course, the atmosphere is always perfect - genius!

Revised matches show only the score. Sacrifices must be made

Most breaking news stories are realistic. This one is not

The referee waves play on





O Eat my goal! It tastes great with green beans and minted new potatoes



O Come on then guys, three on one, reckon you can take me?

FIFA finally finds its street smarts

FIFA STREET 2

OUT: NOW



Publisher EA / Developer In-house / Price £34.99 / Players 1-2 / Supports Wi-Fi LAN multi-player

THE Big QUESTIONS



How does it differ to Pro Evo and World Tour Soccer?

Scoring is the most important factor, but you won't be able to get very far without pulling off lengthy strings of trick combos.

What about the game's audio, any news on that?

Well, without any brain-liquidising commentary, the 38 tunes featured in *FIFA Street 2* add a good deal to that all-important fun factor.

Oh, *FIFA Street*, how we abhorred ye. With your horrific, skull shattering commentary and your face-melting turgid gameplay, you were the sole preserve of the casual, uncaring gamer. How we lamented your meteoric rise through the charts and grieved as you persisted, week after week, at the pinnacle of every chart in the country. Surely you were the greatest atrocity to hit the home console for many a year. Horrible. Just horrible. But that was then and this is now and whilst the PS2 incarnation of this year's version of EA's urban football extravaganza managed to take a giant leap in the direction of good, it still had an abundance of annoyances. It's hardly worth listing them however, as the PSP manifestation has pulled

something quite remarkable out of the bag. Yes, this boy's done good.

Far from being the watered-down cup of freestyle footy juice we were expecting, this title - much like EA's *NFL Street 2* - works

greatly diminished. The beat battle mechanic gives you the opportunity to counter opponent's tricks and gain possession of the ball with a carefully timed button press. Neither impeding the pace, or adding too much to the

Playing with style and flair can net you great rewards

tremendously well within the confines of the PSP's sexy black shell. The differences aren't immediately obvious however, as they're relatively discreet, and don't offer massive changes to the gameplay. One of the new additions, and probably the most important, is the beat battle system, which means that opponent's tricks aren't guaranteed to baffle your players. One of the most frustrating - yet oh so amusing - things about the home console version was the ability to leave some of the world's best players sprawled on the floor like a confused drunkard with a basic stepover or nutmeg. Granted, this kind of comedy is still present on the PSP, but in quantities that have

complexity, this mechanic does the job tremendously well and certainly adds a much-needed element of skill to the game's proceedings.

Being able to control the keeper is another addition, but the almost imperceptible changes to the physics and pace mean that what on the big screen was mindless and unrewarding has become a genuinely enjoyable title. Off the pitch things continue in a similar vein. The menus are refined, easy to use and most importantly, don't suffer from overly long load times, while creating your own footballer is equally painless and surprisingly complete, giving you the option to adjust every physical trait of your player from the muscle definition to





the eyebrow height. However, much of this is indiscernible due to the diminutive - but wonderfully animated - sprites that bound around the screen like joyful, waggy-tailed puppies chasing a ball.

Granted there's very little by way of build-up play, or indeed any requirement for any great deal of skill, but being built around EA's trademark gamebreakers, there is a fair emphasis on passing the ball around and throwing your moves into lengthy combos to build your meter and let loose some outrageous goals. Getting these combos and building points not only helps with scoring goals, but massive tricks and sick skills equate to unlockable booty off the pitch as well, in the form of rep points and skill bills - two forms of currency we're unlikely to see dominating the exchange rate mechanism. With that in mind then, playing with style and flair can net you great rewards, which will help you climb the world-class ladder.

The only real downer in terms of quality comes with the cut-scene animations, which despite being lush, tidy and fluid, occur far too many times that they never fail to irritate. Each goal is accompanied not, as you might expect, by a replay of the ball smashing through the back netting, but a glorious close-up of the scorer's face. A bit of a waste of time, only occasionally serving as a reminder of how ridiculous-looking you've made your player.

With a reasonable range of options, locations and play modes, along with the well-manicured ad hoc multi-player, EA has nailed this one perfectly. Obviously not a title that all gamers are likely to enjoy, as it still retains an overwhelmingly arcade feel, but certainly one that's suited to the PSP. *FIFA Street 2* may just have the dissenters thinking twice about the *FIFA Street* brand in the future. ■

Tom Leclerc

Not for long term *FIFA Street* haters, but most should enjoy **76%**



Jumpers for goalposts

How to kick about in single player

In Rule The Streets mode you're charged with taking your character through the ranks and around the world to compete on the streets of numerous cities. Hitting each city allows

you to either play pick-up games to bolster your squad or head for the local tourney to acquire a trophy and the attached kudos. And where would any EA Big title be without its mini-games, eh?

The collection present in *FIFA Street 2* are fairly straightforward, but reasonable fun and offer a chance to practise your shooting skills (or should that be skillz?) against a lone keeper and clock.



This is what handheld heaven looks like...

KEY OF HEAVEN

OUT: NOW



Publisher SCEE / Developer Climax / Price £34.99 / Players 1-2 / Supports Wi-Fi LAN multi-player

THE Big QUESTIONS

So what game is *Key Of Heaven* comparable with?
When we said *Crouching Tiger Hidden Dragon*, we meant the film, not the rancid game. Imagine... a *Dynasty Warriors* RPG and you're getting sort of close.

That sounds quite rancid too...
Only because *Key Of Heaven* does its original thang so well that we can't pick similar games. Developers please take note - we never, ever want to see a *Dynasty Warriors* RPG, thanks.

Key Of Heaven. Pretentious title, set in the mystical Far East, features sword play, has terrible dubbing and boasts a storyline centred on one mysterious, powerful sword that's been half-inched by evil men in hoods. Hey, it's *Crouching Tiger Hidden Dragon* the videogame! Except with anime-style characters who boast about as many moves as a dancing Bill Gates.

Still, *Crouching Tiger Hidden Dragon* is famous for looking nice if making no sense and so it's quite fitting that *Key Of Heaven* also looks nice while making no sense whatsoever. The story begins with a fairly grounded premise. You play the part of Shinbu, who rescues a young girl from the Seiryu clan, the clan he used to be a member of. The young girl tells Shinbu that everyone in the Seiryu clan was slain by the Kirin clan and, as the last two remaining members, they find out why. A powerful sword in the former Seiryu temple provides the first clue, so off they go for an adventure full of fun times, jolly japes and slaughter of the bandits who killed their parents in cold blood. Lovely, twee family stuff. However, the story slowly becomes more and more bizarre as you progress, until you end up fighting dragons. Of course.



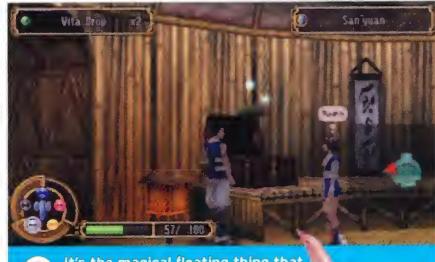
Why are we placing so much emphasis on the story? Because *Key Of Heaven* places so much emphasis on the story. *Key Of Heaven* has all the trappings of an RPG, putting almost all of its faith in the storyline and hoping that carries it to glory. While Shinbu is an annoying character in the same way almost all male characters in anime are whiny brats with no sense of responsibility until the end and while there's no denying that *Key Of Heaven* stayed up late at night reading through the cliché dictionary, the story is enjoyable. It helps that the cut-scenes look lovely. This ranks as high on the excitement scale as saying 'those chips are cold' but the cut-scenes do look really, really nice.

Even away from the cut-scenes, the game can't help but look stunning, with beautiful backgrounds, wonderful water effects and amazing animation. Add to all this bustling cities with plenty of Oriental peasant children going about their day-to-day business, and merchants to talk to with their own specialist wares and you're going to have to look really, really hard for any cracks in the flawless presentation. Of course, you could just turn the volume up and laugh at the absolutely awful dubbing, but fortunately you can listen to the original Japanese speech rather than the butchered English version. Bravo, Climax, for putting the Japanese audio sticky plaster over the terrible voice acting.





• Sui Lin is surprisingly hot, for a computer game chick. We think it's the big eyes that do it. Or maybe her flirtatious nature!



• It's the magical floating thing that does things to other things!

[The story becomes more and more bizarre as you progress]

The Japanese audio sticky plaster solves everything!

Everything except the gameplay, that is. While you can't fault Climax for presentation, the way the game plays out tends to get ever so slightly samey to the point where you'll be letting out loud, inadvertent sighs each time you're asked to head to yet another temple, fight yet more

goons on the way only to bump into yet another boss. True, there's an overly complex fighting system in place, which is essentially an Oriental paper, scissors, stone that roughly translates to wood beats water, water beats earth, earth beats fire, fire beats something-we-can't-remember-because-nothing-makes-any-sense. You can also create a

combo to a certain extent and the ability to pick up scrolls to learn new fighting styles is cute but sadly doesn't really enhance the press Circle, press Circle, press Circle nature of the gameplay. It's not long before your thumb gets tired out, your mind gets utterly bored and your Circle button starts to wear down before coming loose.

Despite that, we can't bring ourselves not to like *Key Of Heaven*. It's one of the nicer PSP titles out there in terms of how it looks and it really does try hard to get you to like it, making puppy-dog eyes every time you even think about walking away. Even when it gets tiresome and slightly painful for your right thumb, it does just about enough to keep you playing to its end. If your Circle button is sturdy enough, you could do far worse than give this a try. ■

Ryan King

Messed up multi-player

Crouching tiger, hidden friend

The multi-player is a cute inclusion, but sadly nowhere near as good as it could have been - and should have been. The first of two modes allows you to trade kenpu (fighting scrolls), so it'll last for all of two minutes. And

not a very fun two minutes at that. This leaves the other mode, where you get to fight as Shinbu against the other player's Shinbu. This would work if the fighting system was up to the task, but the winner will almost

always prove to be the player with the most kenpu - the one who spent longest with the game. So, to sum up that entire paragraph in one easy-to-remember cut-out-and-keep sentence: don't bother with multi-player.



Good visuals and character are marred by repetition **80%**

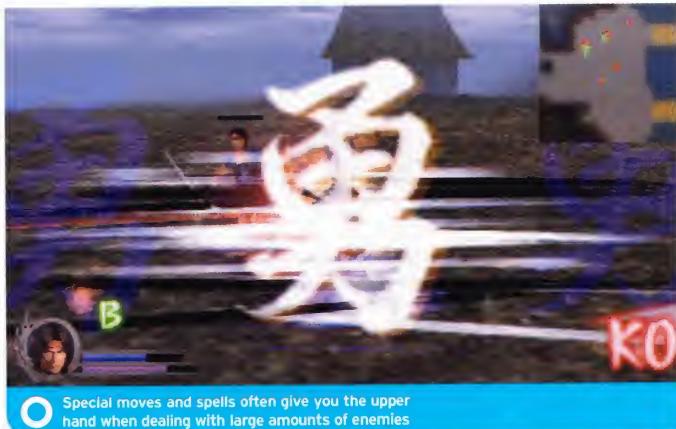


• See that? When people think in *Key Of Heaven*, they think in Chinese. Just like everyday Chinese life!





Although combos are a possibility, it rarely feels as if you are demonstrating actual skill



Special moves and spells often give you the upper hand when dealing with large amounts of enemies

If there's one thing that Koei does well, it's hack 'n slash

SAMURAI WARRIORS: STATE OF WAR

OUT: NOW



Publisher Koei / Developer In-house / Price £25.99 / Players 1-2 / Supports Wi-Fi LAN multi-player, Wi-Fi Internet multi-player

THE Big QUESTIONS



So, there's rather a lot to be getting on with then?

There sure is, which means you're looking at an awful lot of hours should you wish to get all the characters.

Isn't it just more *Dynasty Warriors*?

Are you not listening? Yeah, it's similar, but the wealth of other options and abilities makes this the better choice.

There's something infinitely charming about the *Dynasty Warriors* series. Maybe it's the simple glee that's achievable by senselessly mashing your way through hordes of enemies, or maybe it's the fact that you always knew what you were going to get with the next instalment - largely because all the games were fairly similar. All this taken into account, the PSP version of *Dynasty Warriors* was unfortunately flawed in a fair few ways, so it's quite a relief that Koei has seen fit to release an instalment of its own copycat series, *Samurai Warriors*, on our favourite portable machine.



Fighting with friends

Sometimes we're just spoilt for choice...

Although when you start up you're only able to access six playable characters, after a short spell of play you'll start unlocking the rest of the gang. It may take a

while for you to see them all, but there are 19 in total, which makes for quite a choice when you're faced with the selection. Although these characters differ very little from each

other, there are some that are going to become keen favourites from the start. We'll let you figure out which are best, though, we wouldn't want to ruin it for you...

because the battlefield is divided up into squares of activity, which together create a board - a board that you're charged with conquering.

This provides a tactical element of play, which manages to raise *State Of War* up a fair few rungs in terms of gameplay and with Scrolls and the like serving as tools with which you can cleanse whole squares of foes or heal your own, this soon turns into quite a hefty challenge rather than the simple combat that we expected.

For anyone that played *Dynasty Warriors*, *Samurai Warriors : State Of War* is going to seem more than familiar and there's little here that

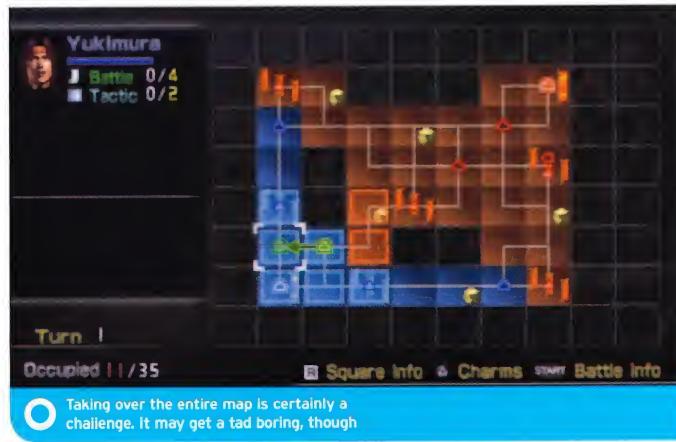
[A hefty challenge rather than the simple combat we expected]

will impress you that much. The visuals are adequate - and, once again, are of a similar type to those already seen in *Dynasty Warriors*. Plus, the sound and music that attempts to create atmosphere is as inoffensive as it could possibly be. What *State Of War* does offer players is depth. Rather than the colossal battle seen in *Dynasty Warriors*, battles are smaller. Well, we say 'smaller', but we're still talking about 100 or so foes. This is

While it's true that *State Of War* breaks no new ground, it does manage to mop up a lot of the errors that were made with *Dynasty Warriors* and Koei has provided a title with enough kick to be fun, but with enough gameplay and customisation elements to quell the dullness that has been so apparent in former efforts. ■

Rick Porter

Offers more than you'd expect, but still drags a little **75%**



Taking over the entire map is certainly a challenge. It may get a tad boring, though

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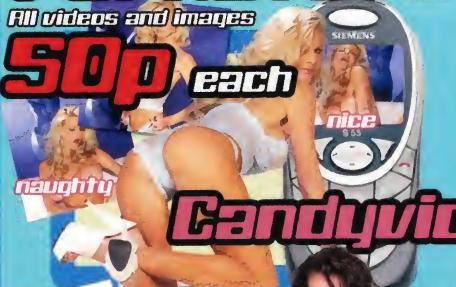
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O Ooh, pretty. It's just a shame this section moves at about the same frame-rate as this screenshot...



O Between levels, there's time for a little surfing action. He isn't called X for nothing, you know

Another dose of old-school. Mega or X-rated?

MEGA MAN MAVERICK HUNTER X

OUT: NOW



Publisher **Capcom** / Developer **In-house** / Price **£34.99** / Players 1 / Supports **N/A**

THE Big QUESTIONS



So it's just *Mega Man X* in side-on 3D, is that right?

Mainly. Be warned, though, experienced players will soon be tripped up by the locations of X's power-up items.

Will fighting a cute robot penguin make me feel like a big man then? No, but look at it this way - you could be playing *Dead To Rights: Reckoning*. Brrr.

Clearly, a mistake was made somewhere down the development line here.

Nothing to do with the game itself, mind; it's the title that's somewhat lacking and should read 'Stockholm Syndrome: The Game'. What with the little blue guy's much-maligned inability to duck or fire in any direction other than the horizontal (not to mention the insane initial difficulty level), you'd struggle to find another title that makes such a concerted effort to keep newcomers at arm's length.

A few hours in, however, and all that splitting hairs will have given way to the realisation that this isn't the kind of game you can just jump headlong into, regardless of how much its cutesy, arcade visuals might suggest otherwise.

Like the 1993 SNES original (that is, *Mega Man X*), the game presents

you with an opening choice of eight compact, side-scrolling levels, each of which is rounded off by a wonderfully diverse boss encounter. Completing the easier of these and collecting the many upgrades that our hero can either find or wrench from downed foes along the way, enables you to form the awesome arsenal needed to enter the next level, repeat the process and become stronger still. It's not hard to see why the series was so popular the first time around given the three-genre crossover this choice contributes to, adding strategy to the more traditional platforming and shoot-'em-up fare. It's a formula that still has plenty of life in it today.

From a technical standpoint, too, it's rather impressive. Like its old-school stablemate *Powered Up*, every

inch of every stage has been given a polygonal lick of paint, creating some truly stunning environments. Often, these appear to have been lifted straight out of the unlockable animated movie added to beef up a story otherwise held together by a series of quite bizarre one-liners. A handful of enemy-laden sections seem to trouble the still young PSP hardware, but the resulting slowdown offers some much-needed mercy, so it's an ill wind.

Unless you're an old hand you're almost guaranteed to hate the first hour, but what follows is far too good to miss, whatever your tastes. ■

Dave Shaw

Like self-harm to begin with, **82%**

One-on-one

Nice boss battles, shame about their names...

Ratcheting the difficulty level still further, each end-of-level pugilist has an average of three devastating attacks at their disposal - a number that increases on your second play-through. Defeating each one takes you

back to a bygone age of gameplay simplicity, as you frantically try to spot the opening of each attack's animation. You can almost hear the tape tray clunking shut (sniff!). Some battles add a further layer of strategy with attacks

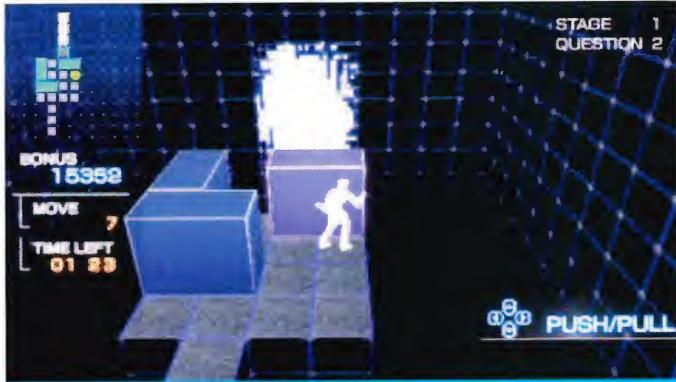
that cause no damage until some trigger action sets them off. Our mechanised elephant friend will fire oil globules at you from time to time, with no discernable effect until it shoots a blast of fire and, well, you know the rest.



O Hmm, Spark Mandrill - a name to strike fear into the hearts of men, that...



This may look simple, and you'd be right. But don't get cocky, this is only the fourth puzzle - they get a whole lot harder than this



Even the simplest of puzzles will have you scratching your head for a few moments as you figure out exactly what needs to be done

You are the weakest link, goodbye

PQ: PRACTICAL INTELLIGENCE QUOTIENT

OUT: 21 APRIL



Publisher D3Publisher / Developer Nowpro / Price £24.99 / Players 1 / Supports Wi-Fi Infrastructure

THE Big QUESTIONS



Do I have to be of above average intelligence in order to play PQ?
You don't have to be a member of Mensa, but that would certainly help. Everyone should be able to do a selection of puzzles, just bear in mind that some are insanely tough.

It doesn't exactly look very nice though, does it?
It's true to say that PQ's graphics are functional to say the least, but they do the job and that's the main thing. In fact, too many colours and the whole thing would be even more confusing!

Usually the most an average person taxes their brain is with a crossword or perhaps a pub quiz. PQ is designed to stretch your brain to its limit, and boy does it deliver on that promise. Puzzle games, no matter how fiendish, usually don't present too much of a problem for the serious gamer and that's certainly true for the current crop of PSP puzzlers. It's not exactly tough to get a half-decent score on Lumines and even the majority of Mercury can be completed with just a little bit of lateral thinking.

PQ, on the other hand, claims to actually measure your intelligence,

which instantly brought us out in a cold sweat. A grand total of 100 3D puzzles are put in front of you and the aim is to solve them in the quickest time possible. It starts off easy with the tutorial taking you through the basics; you could be forgiven for feeling slightly confident, as none of it looks particularly brain boggling. Even once you start the actual tests nothing is overly tough. Then everything goes pear-shaped as you reach a puzzle that seems to have no logical solution. Your score plummets, the time disappears and before you know it, you've started sweating profusely at the prospect of being exposed as a dunce.

Of course, the more simple the puzzle looks the more frustrating it is and if you don't do it in time the game brands you a failure. Not the

best morale booster. If the thought of puzzle games brings you out in a cold sweat then steer well clear of this. If, however, the concept of something a little more cerebral on your handheld appeals then this is ideal. Not only that, but if you think you're more intelligent than everyone else then you can upload your scores to the PQ website to see how you rank against other players.

The only problem we can see is that brainiacs won't take long to complete it, while the less intellectually blessed among us are liable to give up after five minutes. Suffice to say, if you hated school this probably isn't the test... ahem, game for you. ■

Simon Griffin

Pretty original as far as puzzle games go

75%

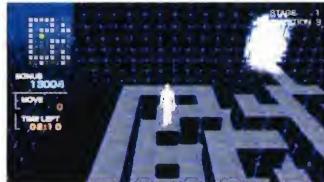
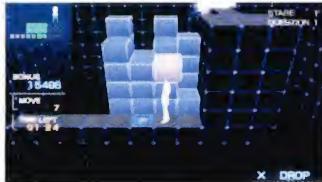
World domination

Expose your brain to the masses

Uploading a PQ score to the game's website is for the brave only. Once the score appears online it will be analysed in every way imaginable. Your total score will be shown

along with total time and total moves, which, with some clever maths becomes your PQ. Your general style is also displayed, which is obtained from the number of moves you

made and how long it took to solve the puzzle. This all determines whether you're the 'pondering type', the 'action type', or perhaps a freakish combination of both.





Look at the beautiful lens flare, it's just like being there



Skiing is a welcome new addition but it takes time to master

Better late than never, we get on the piste SSX ON TOUR

OUT: NOW



Publisher EA / Developer In-house / Price £34.99 / Players 1-4 / Supports Wi-Fi Lan Multi-player

THE Big QUESTIONS



Can you link this up with the PS2 version?

Unfortunately that option isn't available, but who knows what *SSX 5* might bring. We'll be keeping our fingers well-and-truly crossed for some link-up action.

Has this game got EA Trax?

Of course, you don't think EA would pass up the opportunity to show off how much money they have by licensing numerous tracks, do you? Rock fans should be pleased with the selection.

On Tour is the fourth in EA's successful SSX franchise and this incarnation has more on offer than ever before. Not messing with the basic formula, the developers have instead decided to change the style and attitude of the game, giving it a funky rock 'n' roll vibe all the way through. This gives the title buckets of personality, especially compared to pretty much every other sports title - even SSX's other EA Sports BIG stablemates.

The other major change is the addition of skiing alongside the

ever-present snowboards, which adds a fun new element to the game although it does seem a little tougher and more difficult to control. The PSP version has had some elements removed, both in terms of gameplay and visually, with the ability to customise your character gone. There's also a great deal less to look at on the way down the mountainside but that's not a major problem. The rejigged controls don't feel as natural as using two analog sticks on a PS2 pad, but what's new?

Despite a few flaws, *On Tour* still provides an enjoyable bit of mountain action with plenty to do and is especially good when you get some mates together for the multi-player. Great fun. ■ **Simon Griffin**

A solid slice of snow-based fun, give it a spin **87%**



Woah, like catching air is like totally rad, dude. Ahem... sorry

[This incarnation has more on offer than ever before]



This is the third time we've smelt dragons breath, ewww!

BREATH OF FIRE III

OUT: NOW



Publisher Capcom / Developer In-house / Price £29.99 / Players 1 / Supports Gameshare

THE Big QUESTIONS



What's the Gameshare stuff?

You can send the included fishing mini-game over to a mate's PSP. It's not a great fishing game (again the sequel's one is much better) but it'll keep you amused collecting fish for all of about five minutes.

What's unique about the game?

In the more recent instalments, you can recruit Masters who will boost and reduce certain stats when you level up. Assigning Masters should be a decision made depending on what a character's strengths and weaknesses are.

folks) solid old-school RPGs with the added extra of being able to turn into a dragon. In this instalment you can splice genes to create the ultimate foe or pathetic pussy. Turn-based action works well on a handheld because if you get distracted by a passing heron or juggling weasel, the game won't go on without you.

The only fault is that the battles take too long to load, battling is pretty fun but you've always got to wait for the PSP to catch up. *Breath Of Fire III* is not as innovative, polished or, quite frankly, as good as *Breath Of Fire IV*, so we're crossing our fingers in the hope that Capcom release *IV* again. If you like your RPGs old style with slightly ropey graphics, great music and squished SNES style characters, you can't go wrong. It's also pretty long and you're sure to get hooked on the story pretty quickly, but don't expect rocket fuel. ■ **Henrietta Rowlett**

Solid, but really it's just filler until we get BOF IV **76%**

Sony's wonderful little grey critter - the PlayStation - has treated us to some amazing RPGs, many of which never blessed our fair European shores. Fortunately, Capcom had the foresight to let loose its *Breath Of Fire* series on us. They're mostly (only one to three



Angry battery hens grow massive and go on a pecking spree



Aliens make square crop circles - they forgot their compasses

[You're sure to get hooked on the story pretty quickly]



Faerie villages are dotted around the world map, they'll find the best weapons for your party



The power of the arcades – in your hands MIDWAY ARCADE TREASURES: EXTENDED PLAY

OUT: NOW



Publisher **Midway** / Developer **Digital Eclipse** / Price £19.99 / Players 1-4 / Supports Wi-Fi Lan Multi-player

THE Big QUESTIONS



So, what's the problem with the PSP's wide screen? A few of the games were originally played on vertical monitors. Rather than turn the PSP on its side to emulate this, the image has been stretched.

Which of the games do you recommend? *Xybots* is an interesting maze game, while *Rampart* mixes strategy and puzzle skills to great effect. Then, of course, you have the awesome *Mortal Kombat 2...*

We were never that good at maths when we were at school, but even we know that 21 games for £19.99 is great value for money.

Upon loading up Midway's new compilation, your first decision is which hit title to actually play. *Defender*, *Paperboy*, *Gauntlet*, *Clax* and the first three *Mortal Kombats* are just a few of the amazing games on offer bound to invoke cosy pangs of nostalgia in anyone who got to play them the first time around.

Some of the titles can be a little difficult to control at times, but this is more down to the PSP's infamous D-pad than the antiquity of the games themselves. In fact, if we're going to be picky, it's a shame that most of the titles have been stretched to fill the PSP's wide screen.

Still, for just under a score you can't go wrong. Time for another blast on *Defender*. ■ Darran Jones

A strong compilation at a competitive price **77%**

A UMD that's bursting at the seams with classic gameplay



Smash a building to hell then do it again and again



Mortal Kombat 2 in all its bloodthirsty glory

Much more than just a load of old balls... GOTTLIEB PINBALL CLASSICS

OUT: NOW



Publisher **System 3** / Developer **Farsight Studios** / Price £29.99 / Players 1-4 / Supports Wi-Fi LAN Multi-player, Gameshare

THE Big QUESTIONS



Are there any secret tables we should know about?

Sadly not, but it'll take you an age to master all those that are available, so longevity is assured.

Tilting the PSP must be a nightmare...

Not at all, the X and Triangle buttons control your flippers while the nub tilts the table. It's extremely simple in practice.



As always, lighting up bonuses is the key to big points



Some table designs are spectacular

Don't be fooled by the subject matter; *Gottlieb Pinball Classics* is one of the most enjoyable titles we've played on our PSPs for quite some time. There's something wonderfully therapeutic about hammering away on a pinball machine in real life and we're pleased to say that Farsight Studios has managed to emulate this effect absolutely perfectly.

Although there are a total of 11 available tables (ranging from 1932 to 1995) only three of them are

Of course, those wanting a bigger incentive can either take part in the Gottlieb Challenge (a Score Attack mode on each table) or try specific table goals that allow you to unlock the Freeplay mode on the remaining eight tables.

Perhaps the most impressive aspect of *Pinball Classics*, though, is the sheer amount of care and attention that's been put into it.

One of the most enjoyable titles we've played on PSP

initially set up on freeplay. If you want to try the other tables, you'll have to earn a select number of credits by racking up high scores. It's a rewarding system that constantly pushes you to better yourself, which is further enhanced by the fantastic ball physics on display here.

Presentation throughout is gorgeous with plenty of options, such as turning the PSP on its side so as to better enjoy each beautifully crafted table. Well worth a bash. ■

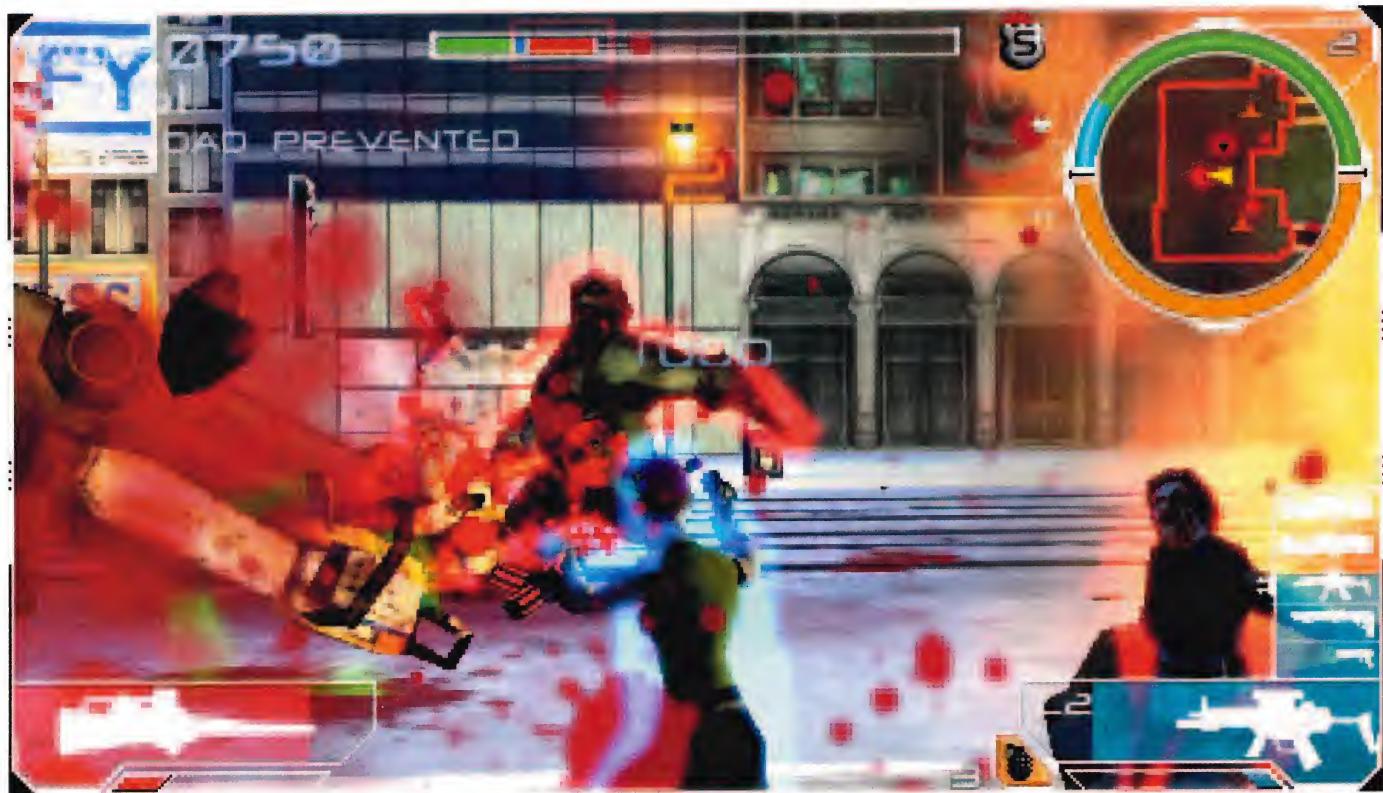
Darran Jones

A unique PSP compilation worthy of your collection

86%



The unskilled will lose a lot of balls at first. It's best to practise



A bit of a Slipknot slip-up

INFECTED

OUT: NOW (US)



Publisher **THQ** / Developer **Planet Moon Studios** / Price **\$39.99** / Players 1 / Supports **Wi-Fi LAN multi-player, Wi-Fi internet multi-player**

THE Big QUESTIONS



This has got Slipknot in it, hasn't it? Yes, indeed it has. Whether that's a good thing or not depends on your musical tastes, but the official verdict at GoPlay is that it's not. That said, the sound does complement the action fairly well.

How does the multi-player 'infection' thing work exactly? Beating other players in multi-player will force the losing parties to play as your avatar. These players will also appear as the bad guys in their single-player game.

This game features Slipknot tracks.

We're sorry for just jumping into the review like that without some kind of witty introduction, but the significance of everything else in *Infected*, good or bad, pales in comparison to the fact that Slipknot's terrible brand of random screaming is one of the so-called 'features' of the game. As is the fact that the members of the band can all be unlocked as playable characters. Anyway, we thought you should know this first, for the sake of your sanity.



This guy needs to start eating his greens. He looks a bit poorly

Now you're up to speed about the Slipknot thing, we'll start this review afresh, with a new intro and, what the hell, a new standfirst. Here goes then: *Infected*; blood, sweat and gore. (Mmm... not bad).

It's Christmas time in New York (and everywhere else, we imagine) and you're a cop, in the employment of the city's Biohazard Team. When a virus breaks out and starts turning the good people of the city into flesh-



As the Mad Cow, you're subject to the usual government-ordered culling. Then it's hamburgers all round. Mmm... hamburgers



O This lady has a very big gun and she's wearing sunglasses. Whoever she is, we advise you to be nice to her and to agree with whatever she says

eating zombies, it's down to you to do something about it. That something involves killing as many of them as you can in the goriest fashion possible.

However, destroying the zombies isn't as simple as just shooting them until they die (again) or even shooting them in

Another interesting aspect is the combo system, which allows you to create chains of vulnerable zombies. When the Infected are glowing red and standing close to others of their kind, they become joined by a bright red line. Using your viral gun at this point causes all of them to explode at the same

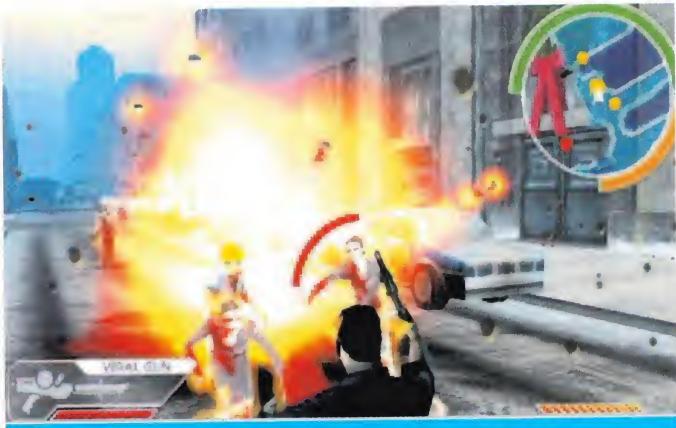
[The Infected explode, rather pleasingly, all over the screen]

the head. Instead, each of them is surrounded by a yellow glow and you shoot them with conventional weapons - a pistol, a machine gun, rocket launcher and more - until they glow red. This indicates that they're vulnerable and can be destroyed using your Viral Gun, which shoots bullets full of your blood. Since you're uniquely immune to the disease, your blood causes the infected to explode all over the street and, rather pleasingly, all over the screen - a nice touch that really immerses you in the action.

time, leaving behind pick-ups and bonuses. You can also achieve Arial Combos by firing your rocket launcher at a group of weak zombies, which sends them flying



O Zombies with chainsaws are not nice. That's a fact. We read it in a book. Well, actually someone else read it, but they told us. So there



O If you're a bit squeamish, or you just don't like the colour red, we advise you to steer clear of *Infected*. Your loss, though

through the air, at which point you can fire your viral gun at them.

Some levels merely consist of you blowing up the undead like this until they're all gone, while others set you additional tasks that also have to be completed. For instance, you might have to evacuate civilians by picking them up and carrying them to helicopters dotted around the level. Depending on how you do, you may be awarded a medal (gold, silver and, of course, bronze), which are necessary to unlock further levels.

To further spice up the action, each level is divided into zones, each full of Infected and each with

A bleeding saw point

What's red and doesn't have a head?

Having to shoot the Infected until they're weak enough to be destroyed by your viral gun can be a bit of a chore, but luckily for you Planet Moon has given you the Viral Chainsaw. The joy of

ploughing through a crowd of the living dead, and watching them splat all over the screen is one that everyone should experience at some point in their lives. Indeed, the only thing

that's brought us nearly as much happiness as this was when someone told us that writing about videogames was incredibly attractive. Actually, that might have been a dream.





a time limit - viewable on the map screen. Take too long to clear a zone and the zombies will go 'Beserk', meaning they'll be stronger, faster and a hell of a lot more dangerous. If you fail to get the situation under control the whole neighbourhood goes into Viral Overload, so all the zombies on the level go Beserk and are free to roam around any of the zones. On some levels you can prevent this from happening by rescuing enough civilians early on, but while

you're busy collecting the innocents, individual zones are ticking down to go Beserk. The upshot of all this is that it adds a vaguely tactical element to *Infected*, whereby you have to think about which zones you're going to clear first and which survivors are going to get rescued. You can't save them all, so you have to make a choice. It's not exactly brain surgery (although

ways to customise your avatar. In itself, this is fine, but at the beginning of each level you always have the same weapon - the pistol - and you can't access the others until your score is high enough. It's an interesting idea and for the most part, it doesn't work too badly, but it also has the effect of making every level seem the same. You shoot your pistol until you get a shotgun, then shoot that until

It's the opportunity to 'infect' other PSPs that stands out

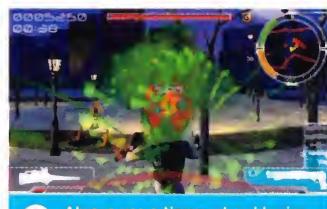
there is plenty of grey matter flying around), but it adds an extra dimension to the otherwise basic gameplay, which is fun but also rather repetitive.

While you're given different levels to choose from and the ability to go back and beat your performances on earlier levels, there's very little sense of genuine variety. This is accentuated by the upgrade mechanic - as you gain medals you earn Hazard Pay, which you can use to buy upgrades, such as improved weaponry, more pick-ups and new

you get a machine gun, then do the same until you get a rocket launcher and so on.

However, despite this repetitive aspect, *Infected* still has a lot to offer and it's perfect for the PSP. You can dip into it whenever you like, clear a couple of neighbourhoods and come back to it another time.

Not only will overly extended periods of play ruin the novelty factor of *Infected*, it won't do your hands any good either. Although the controls are pretty decent - which may be down to the fact



Always use a tissue when blowing your nose. We know that now



Contrary to popular belief, having a bloodbath is not an effective way of cleaning yourself. Especially if you're trying to wash away blood



"Don't have a cow man!" Wow, that joke was udder rubbish. Still, we found it rather amusing anyway. Okay, we'll stop now. We shouldn't milk it too much



When the infected go Beserk, New York City is a bad place to be. Similarly, our office turns into a bit of a warzone when Tom hasn't had his cornflakes

that Planet Moon made the game especially for the PSP - it can get a bit frantic and you'll often find your fingers working overtime.

The handy 180-degree turn function helps to partially alleviate the problem though and provided you give your hands a break every now and then, the only problem with the control system is the targeting. Holding down the **L** button lets you lock on to the nearest enemy and also activates the strafe function. While locked on you can switch targets using the **R** button. Or at least that's the idea; in actual fact the target switching feels completely random. Sometimes it will switch to exactly the zombie that you want (the one standing next to one you're locked on to), but far too often you'll end up on one that you don't (the one standing about ten metres behind and to the left of the one that you want). The upshot of this is that creating decent combos can get quite tricky.

Despite these flaws though, the single-player game is solid and

fairly addictive. However, the multi-player is where the real fun lies. As well as the deathmatch modes, there's Saviour, which requires you to rescue the most civilians and Mad Cow, where the player who picks up the relevant bovine icon literally becomes a cow and has to survive for as long as possible while all the other players hunt them down.

Even with the cow aspect, this is all fairly basic stuff that you'd expect from a multi-player game. That's not to say it isn't good though, because it is. However, it's the opportunity to 'infect' other PSPs that stands out.

When you win a game in multi-player, your avatar infects the other players' PSPs so that it appears as the bad guys in the three highest single-player games they've completed. Also when they play multi-player games, they'll have to play as you and if they want rid of the infection, they have to beat the three relevant levels. However, they also have the option of passing the infection on.



This police officer has become a drooling, merciless, flesh-eating idiot since being infected. Before he was just a drooling, merciless, doughnut-eating idiot

It's a great idea and the ability to track the progress of your virus via a world map is intriguing. Perhaps it's a bit gimmicky, but you can't help swelling with pride when you think about all the fat American kids who can't get your infection off their screens. Some of them probably listen to Slipknot though, so they deserve it.

All in all, *Infected* is a decent package. The graphics aren't bad and the puerile humour that runs through the game should raise a smile. It's slightly limited in single-player, but the multi-player makes up for it. Minus points for Slipknot though. ■ Anthony Enticknap

A little repetitive but still 'bloody' good fun

77%



Some missions require you to rescue civilians before they become zombies. Don't get enough and the whole neighbourhood goes mental



A quick trigger finger is essential when facing a marauding horde of flesh-eating zombies. Well, that or a few tasty steaks to distract them with



OUT: NOW

Weird, wacky and wonderful, but we love it just the same

WE LOVE KATAMARI

Publisher EA / Developer Namco / Price £34.99 / Players 1-2

If you haven't seen *We Love Katamari* in action, be prepared for much zany weirdness, baffling dialogue and almost frighteningly colourful screens full of nonsense. Honestly, *Katamari* is so very bizarre, yet so

effortless to play that it rates amongst the most enjoyable things to have come from Japan in recent years. Essentially all you're required to do is roll a sticky ball around the dolly mixture-esque environments, collecting objects to awesome tunes until the time runs out.

Simple? Yes. Mindless? Certainly. Long-lasting? Probably not, but it's playable while it lasts. Plus, with the multi-player doubling the bizarre factor, you could do a lot worse than play this when your mates come round. ■ **Tom Leclerc**

Strange roll-'em-up from the Japanese **87%**

Katamari in action, be prepared for much zany weirdness, baffling dialogue and almost frighteningly colourful screens full of nonsense. Honestly, *Katamari* is so very bizarre, yet so



OUT: NOW

I dream of Genma

ONIMUSHWA: DAWN OF DREAMS

Publisher Capcom / Developer In-house / Price £29.99 / Players 1

We wouldn't like to say why Capcom deemed the *Onimusha* series fit for a return after the initial trilogy, because despite often being landmark titles, they've never been the best sellers around. However, *Onimusha: Dawn Of*

Dreams is a title worthy of your attention, even if it is a little strange at points. Thankfully though, the peculiarity doesn't extend much past the storyline, leaving you with one of the most entertaining titles on the PS2. Whilst the enemies are similar to previous games, the

continual upgrades you can make to your character plus a difficulty level needing above average concentration, keep you going right the way through. *Dawn Of Dreams* is a real wake-up call for anyone new to the series. ■ **Tom Leclerc**

Epic, sumptuous and greatly enjoyable **85%**



Bauer power every hour

24: THE GAME

OUT: NOW

Publisher SCEE / Developer In-house / Price £39.99 / Players 1

THE Big QUESTIONS



Has it got all the real voice actors from the series?

Oh yes, and at times the similarity is so close you feel like you're watching the TV rather than playing the game. Other times, however, you feel like you're watching poo go stale.

Is it all just running and gunning then?

Not at all. Many of the levels have some kind of mini-game, car chase or bomb-defusing sections, most of which are enjoyable enough first time round, but lose something every time after that.



Whatever it is, Jack Bauer's got it in spades. Shame the game hasn't really. Yes, it's loaded up with the same kind of style as the TV series; yes, the cinematography, dialogue and acting has been expertly transposed onto the PS2; and yes, it contains just as many failed terror plots and sweaty foreigners - but something went wrong. Perhaps it's the ropey targeting, the jerky animation or the laughable AI. Whatever it is, any form of *24* is sure to sell by the bucket-load. Fans will like it, but to everyone else, the shoddy mechanics will probably be a big enough turn-off to... well, turn it off. ■ **Tom Leclerc**

Wannabe Jack Bauers will like it, but as a game it falls short **65%**



"Now, where did I leave that bomb?" "Well where did you last see it Jack?" "I dunno, I definitely had it in the car"



OUT: NOW

The final nail in the coffin...

FINAL FIGHT STREETWISE

Publisher Capcom / Developer In-house / Price £29.99 / Players 1-2

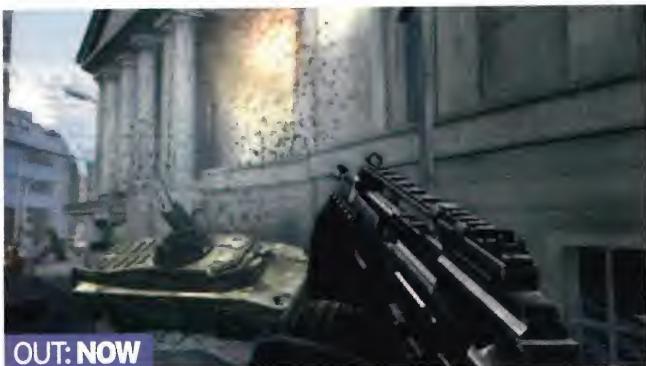
How could they do this to one of the best arcade titles ever played? This is sincerely dreadful. Tripe of the highest order, bearing no resemblance to the original whatsoever. The main mode has no multi-player story option,

the combat is tiresome in the extreme and after fifteen minutes of play you'll find yourself yearning for the original.

It looks and plays like *Beatdown* - Capcom's last attempt at a scrolling beat-'em-up - and it'll have you in tears

even quicker. This is a horrible attempt at reviving the retro gamer in us and a shameful epitaph for one of the greatest arcade titles of all time. Don't touch it, you might catch something. ■

Tom Leclerc

Rubbish effort that's not worth your time **32%**

OUT: NOW

Always bet on black

BLACK

Publisher EA / Developer Criterion / Price £39.99 / Players 1

If you've seen the adverts for *Black* you'll have a fair idea of what it's about. You shoot stuff. Loads of stuff. People, vehicles, buildings, artillery, more people. However, yet more people confront you at every turn. You kill them and move on. To

many, this is the essence of gaming and a refreshing break from titles loaded with menus, options and superfluities not immediately connected with blowing stuff up. To us it's damn good fun. Chuck your TV on full whack and watch as your living room

crumbles under the sustained buffeting of the immense audio, play until your retina implodes into mush, and kill until your blood lust is fully sated. Most of all however, enjoy - this is good stuff. ■

Tom Leclerc

Awesome. Great fun, if your TV can handle it. **91%**

Momma said knock you out!

FIGHT NIGHT ROUND 3

OUT: NOW



Publisher EA / Developer In-house / Price £39.99 / Players 1-2

We've just returned to our desks having received a sound bapping from the crew over at *gamenstn*.

We don't care though, in fact we're exhilarated. Bobbing, weaving, sticking, moving, working the jab and any other boxing terminology you care to use. We were doing it all. The blood's pumping and the adrenaline's rushing even now, twenty minutes after the eleventh round defeat. We want more. Lots more. We don't care that the Xbox 360 version overshadows the PS2 iteration in every conceivable way, we don't even care about a little bit

Tom Leclerc

An amazing title that encapsulates the sport

93%

Check out this crushing haymaker punch - we love this game



Oh, the horror, the horror. Somebody threw in the towel!

WIDESCREEN

AARON ASADI CHECKS OUT THE MONTH'S HOTTEST UMD MOVIES...



KING KONG

CONTENTS

Your UMD guide at a glance...

★★★★★	Excellent
★★★★★	Must Buy
★★★★	Average
★★★	Fair
★★	Don't Bother

UMDs

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- [81] Brokeback Mountain
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Monkeys are great, but King Kong's an ape

OUT: 10 APRIL (i)

Director: Peter Jackson /
Starring: Andy Serkis, Naomi Watts,
Jack Black / Price: £24.99

★★★

Critics are morons. Last year this film was getting five stars all over the place and there was nothing anyone could do about it. Why did they do this? Well, who knows, but we've a hunch that it was because they wanted to believe in the film so much, that even if it stank as badly as the movie's tragic hero, it would be getting the highest accolades. That, and they were *Lord Of The Rings* fanboys.

The truth is that the film isn't as good as you want it to be. Nowhere near in fact. You want to be

astounded, you want WETA's effects to blow your balls out of your eyes and you want to love it so much that when the three hours are up, you'll happily watch it again. You want this because it's King Kong and he's awesome. He's a big frickin' CGI ape that rips the jaws of dinosaurs open for God's sake - there is no way that a film starring him can be anything but ace.

To a certain extent, what we've just said remains true. The problem is that Mr Jackson, clearly believing his own post-*LOTR* press, also thinks that the stories and sub-plots of the peripheral players are just as interesting as a big frickin' CGI ape that rips the jaws of dinosaurs open. They're not. In fact, the first hour so contains no Kong at all, but instead revolves around

Jack Black (playing a Thirties version of Jack Black) trying to get his cast and crew together, by hook or by crook, for a film he plans to make on the mysterious Skull Island. Now, this has been defended by many as 'superb characterisation' and even 'a tremendous insight into post-Depression America'. Bollocks. It's Mr Jackson turning a two-hour movie into a three-hour one just to make it feel 'epic'. What if *Jurassic Park* took an hour to get to the dinosaurs? It's not just at the start that the film feels stretched either; huge set pieces on Skull Island, absent of Kong and his human love interest (played well by Watts), feel needless and completely uninvolved. AND, by and large - with the exception of the

great beast himself (which, make no mistake,

SHOCK FACT!

Jackson was paid \$20 million up front to direct *King Kong* - the most a director has ever received for a film.



□ This is not a T-Rex as you might have thought but a V-Rex, go figure

is a startling achievement) – the effects are sub-standard, the stampede scene seeming particularly broken.

However, when *Kong* is brainless action, and this is frequently the case, it's excellent. The battle with the V-Rexes and the trashing of New York acting as real standout moments, explosive enough to make you wonder what the hell action cinema has been doing for the past ten years. This is Jackson in his element, and there's not many more popcorn-friendly things than that. A thrilling disappointment. ■

They're gay shepherds not gay cowboys! **BROKEBACK MOUNTAIN**



□ Heath and Jake face-off in a 'best catalogue pose' competition

OUT: 17 APRIL i

Director: **Ang Lee** / Starring: **Heath Ledger, Jake Gyllenhaal, Anne Hathaway** / Price: £19.99

★★★★★

The inevitable porno version of this movie should totally be called 'Bareback Mounting'. Right, now that's out of our system, we can crack on with a dignified review of a film about an enduring relationship between two men that has won plenty of awards.

The thing about *Brokeback Mountain* is that it's really good. Forget for a moment the more controversial side of the film, forget for a moment that Heath Ledger and Jake Gyllenhaal get it on and concentrate on the fact that it's just very well made. Ang Lee is an excellent director, partly so for his brave choices (*Sense And Sensibility*, *Hulk*, *Crouching Tiger*) but mostly because he just knows how to put a film together. *Brokeback* is no exception. Well acted, simply told, stunning to look at and with a score that will send shivers through your ears and out your arse, with *Brokeback*, Ang Lee has created – first and foremost – a film that ticks all the boxes. Amidst the 'controversy' and 'bravery' of

the film's challenging subject matter, it's sometimes easy to forget that.

Spanning many years, the pivotal love story really does two things. First off, it convinces you of the feelings the two leads have for each other, but second, it allows you to view that era of America from a different perspective. Through film we've seen Sixties and Seventies America with regards to racism (*Malcolm X*), sports (*Ali*), the space race (*Apollo 13*) and political shenanigans (*JFK*, *All The President's Men*) but we've never quite seen what the reality was for homosexual men during that time. Tough doesn't quite describe it, but engaging certainly does.

Naturally, though, for a film so dependent on characters with real

SHOCK FACT!

Despite being average at best, race drama *Crash* beat *Brokeback to the Best Picture Oscar*. Nonsense.



depth and complexity, you're going to require some strong performances, and *Brokeback* has these across the board. Sure, as the suffering wives, Michelle Williams and Anne Hathaway are really just background players to the others but they provide a solid emotional base for the leads. As good as Mr Gyllenhaal is though, the film belongs to Ledger. You simply won't see a better performance this year, and who'd have thunk that it would have come from the guy who made it big in *Ten Things I Hate About You*? See this movie. ■





The first in the series, but also a sequel

FINAL FANTASY VII: ADVENT CHILDREN

OUT: 24 APRIL (i)

Directors: Tetsuya Nomura and Takeshi Nozue / Starring: Takahiro Sakurai, Ayumi Ito, Toru Okawa / Price: £17.99

★★★

Sometimes you wait so long for things, you stop waiting altogether and give up hope as though you were already halfway down a fall from a giant cliff. The thing becomes so entwined with its elusiveness that it starts to feel more like the stuff of legend than anything else; a myth made up once by a press release. Then the waiting ends and you wonder what the hell you were waiting for to begin with.

Say hello to *Final Fantasy VII: Advent Children*, the film sequel to the PSone videogame. It's been a long time coming and now it's here, we think it's alright. Okay. Ça va. Three stars. No more, no less. Set two years or so after the tragic end to the videogame, Cloud has become a bit of a recluse and worse still, a

mysterious disease is spreading throughout the planet. As ever, one thing (an old friend seeking protection) leads to another (fights!) and Cloud is called back into action. It's predictable, but at the same time, entirely unpredictable throughout.

Hold on a minute. Let's clarify that ridiculous comment: nothing happens in this film that is particularly new to classic fantasy anime plot lines, but just the sheer volume of the stuff that happens is surprising. And that's the main problem really - there's enough plot here for, say, a thirty hour RPG, not a 101-minute movie. It's dizzying for the most part, and often needless, which leaves you wondering just why

they didn't make a nice lean story about Cloud coping with the aftermath of *Final Fantasy VII*.

Now for the reason you should give this a go and disregard any criticism we may have of the film: it's stunning. Absolutely gorgeous. Artificially so, sure, but gorgeous nonetheless. The CGI is frighteningly good, with such an impressive amount of detail in both texture and animation. It looks every bit as good as you want with more style languished on top than could possibly be good for it. So, yeah, it might not be the most well-crafted movie of all time, but, hell, it's still a movie you'll watch open-mouthed. ■



SHOCK FACT!

The creators don't consider *Advent Children* a film, but instead a 'non-interactive piece of software'. Piss off.



5 of the best UMDs on the shelves



[1] FIGHT CLUB

Brilliant black comedy that's as cool as hell. Brad Pitt has never been better as the iconic Tyler Durden, and Edward Norton has rightly conceded that he will never star in a better film. Trudat.



[2] ROBOCOP

Excellent sci-fi. Super violent and often misunderstood as nothing more than that, which is a shame. Still, so long as you know that this is Verhoeven's best film and one of the best of the decade as well, that's all you need to know really.



[3] A HISTORY OF VIOLENCE

The best comic book movie of all time? Probably. Subdued, measured and powerful, Cronenberg's action thriller/family drama will grip you from start to finish and give us an excuse to use loads of clichés! Unmissable.

[4] KILL BILL: VOLUME 1

A terrific martial arts movie from start to end/middle. Doing what he does best, Tarantino somehow turns what is essentially terrible cinema into a thing of excellence. Wonderful choreography and a central performance from Uma Thurman that's good enough for three Oscars make this a killer title.

[5] THE SIXTH SENSE

The twist-laden story of a young boy being able to see dead people and reluctantly enlisting the help of a quiet psychiatrist - played by Bruce Willis - to get him through it, is just one of those films that comes from nowhere and stays a part of movie folklore forever.





It's like a Christian allegory and stuff

THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE

OUT: NOW



Director: **Andrew Adamson** /
Starring: **Tilda Swinton, Liam Neeson, Ray Winstone** /
Price: **£18.99**

★★★

Well this film had 'crap' written all over it.. First, it's based on a children's book so outdated that some people have called it racist. Second, it's an obvious reaction to the success of that Potter chap, and third, it's kind of based on a really popular bit from the bible with Jesus represented by a lion. It was fairly surprising then to find out that it was actually okay.

How come? Well we have to concede that Andrew Adamson, director of both of the *Shrek* films, knows how to make a family movie. All the religious stuff that could have perhaps drenched the film in an all-too-serious tone is pushed way back,

as though it were only there by coincidence rather than design. Adamson just emphasises that this is, without a shadow of a doubt, a kids' film and it really is to his credit that it always feels like one. He also, most magnificently, manages to draw some sound performances from the younger members of the cast. Now, given that the story revolves around a group of children ending up in a world where the White Witch threatens the safety of the odd creatures that populate it, it was of the utmost importance to manage such a thing. So kudos to Adamson - the kids don't suck.

The effects aren't as bad as the first trailers made out either. Although far from brilliant, there are enough colourful, CGI-led set pieces on show to justify the hefty budget and certainly enough to warrant a purchase for a younger sibling. Plus, Ray Winstone is absolutely superb as the talking beaver. ■



OUT: NOW

ICE AGE

Directors: **Chris Wedge and Carlos Saldanha** /
Starring: **Ray Romano, Denis Leary, Jack Black** / Price: **£15.99** ★★

IT'S A FUNNY one this. Despite being likable and not particularly bad in any respect, it's just not very good. The story is solid, a mammoth, a sabre-toothed tiger and a, er, thing, team up to try and avoid the dangers of the ice age, but the problems are a lot more basic than that.

Ice Age is just never really funny enough, and the CG is just never good enough. Aside from Skrat, a nut-hording reason for a sub-plot, *Ice Age* never has enough going for it to make you laugh out loud. The main characters are neither particularly interesting or

especially witty, and at times - as a result - the film flirts with boredom. Equally with the CG - even against its now-dated contemporaries, *Ice Age*'s presentation looks rather weak and lacking in any real pizzazz. A shame, but we're still looking forward to the upcoming sequel. ■



OUT: NOW

50 FIRST DATES

Director: **Peter Segal** / Starring: **Adam Sandler, Drew Barrymore, Rob Schneider** / Price: **£17.99** ★★

OKAY, SO THIS was never gonna be as good as *The Wedding Singer*, but then again, the same could be said of any rom-com really. We guess you just have to take everything on its own merits. Or lack thereof for that matter.

The short-term memory loss-based-

plot that sees Sandler trying to get a 'first date' with Barrymore every day is quite interesting and is dealt with sensibly, it's just that there's a lack of real charm and fresh humour. It all feels too automatic to completely win you over, and whilst Sean Astin and the walrus

here are good, there's nothing like the support the two leads need to excel. Sandler and Barrymore do share a decent comic chemistry, and it's good to see them back in a movie together, but there's no denying that this is a tad disappointing to be good enough. ■



The first ever film shot entirely as an FPS!

DOOM

OUT: NOW



Director: Andrzej Bartowiak /
Starring: The Rock, Karl Urban,
Rosamund Pike / Price: £19.99

★★

O kay, so it's not the first ever film shot entirely as an FPS, but it would be cool wouldn't it? Rubbish, but cool. There is a scene in this shot as an FPS though, and it looks... gimmicky. Anyway, let's get on with the bad film-good game review shall we?

The plot is as simple as you'd like: some marines go check out some space station and get a lot more than they bargained for, and to be honest, the rest of the film isn't too far behind in terms of simplicity either. There's lots of shooting and killing of monsters and not much else. There's no substance here, and nothing really interesting beyond the fact that here is another mediocre film

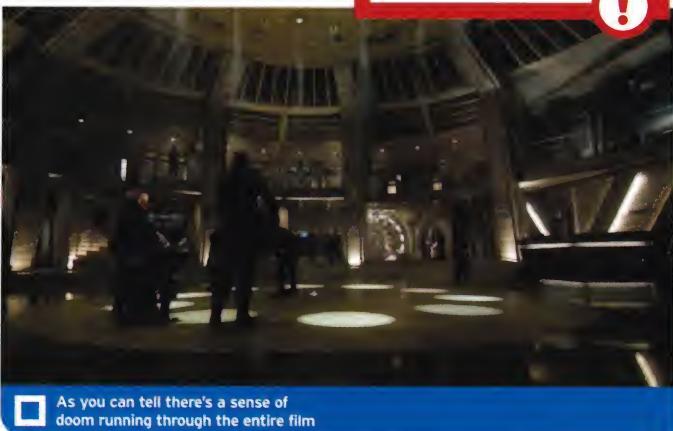
based on a decent game series. Why do they bother? The box office on these films isn't great, so maybe it's just here to wind us up.

Given the right circumstances, however, this film can be slightly more than bearable. There's something that just feels right about watching Dwayne 'The Rock' Johnson holding a big gun and being called 'Sarge' a lot. Turn the volume up on your PSP as well when you watch this, as it's best watched when you can barely hear yourself think. It's a loud, brash, trashy action thriller, and were it turned into a videogame, it would probably make a half decent first-person shooter.

Watch it if you're desperate, forget about it, and then get excited about the *SpyHunter* movie out in a few months. Might be quite good - it stars The Rock. ■

SHOCK FACT!

The Rock, despite being a wrestler, is an okay actor. Shocking.



As you can tell there's a sense of doom running through the entire film



OUT: NOW

PLANET OF THE APES

Director: Tim Burton / Starring: Mark Wahlberg, Tim Roth, Helena Bonham Carter / Price: £17.99 ★

MARKY MARK'S

NOT really a bad actor. He was ace in *Boogie Nights*, great in *Three Kings* and wonderful in *I Heart Huckabees*. In this film, like everything else in it, he's piss. He plays an astronaut who goes through a crazy warp thing and ends up on a planet

full of apes. On it he is treated as though he were scum. It all ends up in a battle between him, some friends and a lot of apes played by humans. The original was good because it made this seem adventurous, but this remake makes it feel like an aftershow fancy dress party.

Tim Burton got beaten the crap out of for making this (critically at least) and he's made some pretty good films since, so we could rationalise that some good has come from it. We won't though, for fear of giving it more credit than it really deserves. ■



OUT: NOW

SHALLOW HAL

Directors: Peter and Bobby Farrelly / Starring: Jack Black, Gwyneth Paltrow, Jason Alexander / Price: £17.99 ★★

THOSE FARRELLYS,

EH? They sure know how to be controversial whilst simultaneously being sweet and sensitive. It's like punching someone in the face and stroking their hair at the same time. *Shallow Hal*, a film about a superficial man who gets his

comeuppance when he falls for a really fat girl through the magic of hypnosis, does the latter of those qualities well, but pulls its punch a bit too much when it comes to the 'making fun of' part. That's our long-winded way of saying that it's not funny enough, despite being

a fairly okay and well-told love story. There's also something a bit strange about casting a fat actor as a man who hates fat people. All in all, it's the most forgettable of the Farrelly's movies, lacking the necessary bite to put it up there with the likes of the mighty *Kingpin*. ■

Oh, come on, it's funny

DUMB AND DUMBER

OUT: 10 APRIL (i)

Directors: Peter and Bobby Farrelly / Starring: Jim Carrey, Jeff Daniels, Lauren Holly / Price: £19.99

★★★

Last month we controversially gave *There's Something About Mary* a mere two stars and said that "you'll be much better off with *Dumb And Dumber*". Well, we were right...

For a start, it's really funny. It has Jim Carrey shouting out "it's okay, I'm a limo-driver" before jumping off the end of an airport. It has Jeff Daniels taking a snowball fight too seriously with a girl, and the two of them unwittingly killing a gangster by putting loads of chillies in his burger (just so you know, we're now laughing just thinking about it). It has the pair pay back the ransom money they accidentally end up with in IOUs, and it also has a van dressed as a dog and the tiny bike they traded it in for, as



"Better out than in" is what we always say, don't you agree?

well as Jim Carrey selling a dead bird to a blind kid by Sellotaping the animal's head back on its neck. It's funny, really funny.

Perhaps more importantly though, is that here are two characters you really care about. Their stupidity is there to endear you as much as it is there to humour you and it works a

treat. This is above all else a great buddy film and despite its huge gross-out legacy, spawning everything from *American Pie* to *There's Something About Mary*, that's what you feel like you've watched when the credits roll. You wanna hear the most annoying noise in the world? You do? Then watch this. ■



OUT: 3 APRIL

GOTHIKA

Directors: Mathieu Kassovitz and Thom Olliphant / Starring: Halle Berry, Penelope Cruz, Robert Downey Jr / Price: £17.99

★

OH DEAR, HALLE Berry wins her Oscar and then goes forward and makes pap like this. She's a psychiatrist who, after a road accident, wakes up in the asylum she used to work in. Now that's irony.

Apparently this is a supernatural thriller, but in truth it's just a silly little film that's not a fraction as clever or chilling as it wants to be. The star presence, with Cruz and a probably doped-up Downey Jr also on hand to take some of the blame, only adds to the size of this film's failure. Don't watch it, don't buy it, don't feel like you've missed anything. Really, it's just not a good film at all. ■



OUT: 24 APRIL

CONAN THE DESTROYER

Director: Richard Fleischer / Starring: Arnie, Grace Jones, Wilt Chamberlain / Price: £19.99

★★

NO MATTER HOW many gang members he watches die whilst he's governor, Arnie will always be a legend. Part of the reason behind that is because he once played this barbarian guy who punched horses in the face. In *Conan The Destroyer*, the barbarian guy leads a bunch of similarly preposterous people to help save a princess from a sorcerer. He does this because the only person who can bring his lost love back to life is the mother of the princess. This is absolute nonsense, and not particularly entertaining nonsense either, but it does involve Arnie swinging around a broad sword as though he were wielding a feather. The guy's an absolute legend. ■



OUT: 24 APRIL

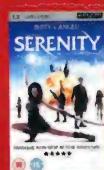
THE PRODUCERS

Director: Susan Stroman / Starring: Matthew Broderick, Nathan Lane, Will Ferrell / Price: £19.99

★★

SO A MUSICAL based on a film gets turned into a film? That's just crazy. Now the original *Producers* (a Mel Brooks film about two producers who put on a dreadful play about Nazis to make money) is funny, but the play was too outlandish, partly because that's the nature of the theatre. So what did they do for the remake? Basically just film the play. With more or less the same cast. Good one. Now we have a remake of the original that is too showy, too big and brash and too out-of-place on screen. Broderick and Lane don't help either, with the only person coming out of this with any real dignity being Will Ferrell, but that's not much of a surprise now is it? ■

TOP FIVE BEST-SELLERS



[1] SERENITY

Fantastic sci-fi romp from Joss Whedon deservedly takes the top spot.



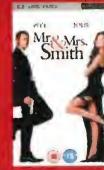
[2] INTO THE BLUE

Jessica Alba gets wet and slippery in this dumb-but-fun action adventure.



[3] THE LEGEND OF ZORRO

Zorro is back for another slice of swordplay with Mrs. Douglas in tow.



[4] MR. & MRS. SMITH

Hollywood's hottest couple look good in this so-so action flick.



[5] LITTLE BRITAIN: THE COMPLETE FIRST SERIES

Williams and Lucas remain at the top of the British comedy scene.

ALSO RELEASED THIS MONTH

Lassie

7 April

Hasn't this dog had its day yet?

Father Ted: Season 1

24 April

The quite funny show hits UMD. Feck, arse and drink.

Blackadder: Series 1

24 April

Rowan Atkinson sitcom that refuses to go out of date.

Road To The 2006 World Cup

25 April

You get to have footie on your screen that isn't Pro Evo.

The Three Lions Roared

25 April

See above for details.

UMD RELEASE LIST

THE NUMBER OF UMD MOVIES BEING RELEASED IS DECLINING, BUT THERE ARE STILL PLENTY OF GREAT MOVIES ON THE WAY...



Baby, it's cold outside, so stick *Ice Age* on to give you a warm fuzzy feeling



The two iconic horror masters face off with suitably bloody results

MONDAY 3 APRIL

BEST OF THE FIFA WORLD CUP

THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE

DOOM

FAWLTY TOWERS

GARFIELD: THE MOVIE

ICE AGE

METROPOLIS

MY CHEMICAL ROMANCE: LIFE ON THE MURDER SCENE

THE OFFSPRING: THE COMPLETE MUSIC VIDEO COLLECTION



"Goldmember was rubbish" "Zip it or I'll set Mr. Bigglesworth on you!"

MONDAY 10 APRIL

DUMB AND DUMBER (UNCUT)

KING KONG: SPECIAL EDITION

LASSIE

MONDAY 17 APRIL

AROUND THE WORLD IN 80 DAYS

AUSTIN POWERS IN THE SPY WHO SHAGGED ME

FREDDY VS JASON



If only all wardrobes led into Narnia, the snowball fights would be endless

GANGS OF NEW YORK

NEXT FRIDAY

MONDAY 24 APRIL

BLACKADDER: SERIES 1

THE BOUNTY

FINAL FANTASY VII: ADVENT CHILDREN

FINAL FANTASY: THE SPIRITS WITHIN

MONKEY: EPISODES 6, 25 & 26

NIGHT WATCH

THE PRODUCERS

THE WATER MARGIN: EPISODES 1, 9 & 16

MONDAY 8 MAY

ELEKTRA

GERMANY 1 ENGLAND 5

MASTER AND COMMANDER: THE FAR SIDE OF THE WORLD

OCEAN'S ELEVEN

X-MEN



There's nothing better to punish your car with than a big twig - bip!



Nightcrawler makes an awesome debut in *X-Men 2 - BAMF!*



□ Harry and Lloyd make the fashion statement of the decade - smooth

X-MEN 2

MONDAY 15 MAY

DIRTY SANCHEZ: SERIES 1 - FRONT END

R-POINT

MONDAY 22 MAY

THE BOOK OF COOL

CHARLIE AND THE CHOCOLATE FACTORY

THE MATRIX REVOLUTIONS

MONDAY 5 JUNE

DOCTOR WHO: SERIES 2 VOL. 1

TOP GEAR

MONDAY 12 JUNE

SPIDER-MAN: THE NEW ANIMATED SERIES

THE PHANTOM OF THE OPERA

TRUE ROMANCE

MONDAY 19 JUNE

THE FOG

SEVEN SWORDS

ZATHURA: A SPACE ADVENTURE

MONDAY 17 JULY

BIG FISH

HEATHERS

HELLRAISER II: HELLBOUND

HELLRAISER III: HELL ON EARTH

INITIAL D: DRIFT RACER

KALIFORNIA

NINJA DRAGON

TRIAL OF THE INCREDIBLE HULK



Agent Smith and Neo face off in the climax of this disappointing sequel



□ Elektra looks like she can kick ass, shame the film does anything but

Out on import

For those of you impatient enough to import a Region 1 US PSP, may we present the best from across the pond

HOSTEL

Eli Roth's (*Cabin Fever*) new gorefest is guaranteed to make your skin crawl. Filled with torture, mutilation and murder, this is one film that's not for the squeamish.



BEAVIS AND BUTT-HEAD: THE MIKE JUDGE COLLECTION VOL. 1

The brainless couch potatoes comment on pop culture and make fart jokes in some of their greatest episodes, hand-picked by creator Mike Judge.



BIG TROUBLE IN LITTLE CHINA

This classic action, comedy, horror flick from John Carpenter is filled with so many great lines that we know them off by heart.

UMD Bargain Bin

We seek out the cheapest entertainment available to man... well, men who own PSPs, anyway

The fall in demand for UMDs has led to a sudden drop in their price too. Not all studios are ready to drop their prices, but 20th Century Fox is incredibly keen. A quick look round the shops or online will throw up some cheap movies to view on your PSP such as *Dodgeball*, *Robots*, *Alien* and *Daredevil*. Anchor Bay is also pricing competitively with horror classics like *Evil Dead*, *Halloween* and *Hellraiser* available at terrifyingly low prices.

THE TIPS MAGAZINE FOR PLAYSTATION GAME ADDICTS

THIS ISSUE:

DRIVER: PARALLEL LINES

COMPLETE GUIDE,
DETAILED MAPS AND
EXCLUSIVE CHEATS

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IMPROVED**
FANTASTIC NEW LOOK
FOR THE WORLD'S
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CHEATS, HINTS AND
TIPS FOR EVERY PS2
AND PSP GAME!

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Fully-mapped guides to *Black* and *Full Spectrum Warrior: Ten Hammers* and world-exclusive cheats for *24: The Game* and *Tomb Raider: Legend*!

ON SALE NOW!

SOLUTION

BREATH OF FIRE III

HOW TO BEAT THE BOSSSES AND UNLOCK THE EXTRAS!

P90



tokobot

P96

SOLVE ALL THE TRICKY PUZZLES AND DEFEAT EVERY
TROUBLESONE BOSS WITH THIS GREAT GUIDE

PLUS

CHEATS AND UNLOCKABLES FOR A HOST OF FANTASTIC PSP
GAMES INCLUDING RIDGE RACER, CODED ARMS AND
TONY HAWK'S UNDERGROUND 2: REMIX!

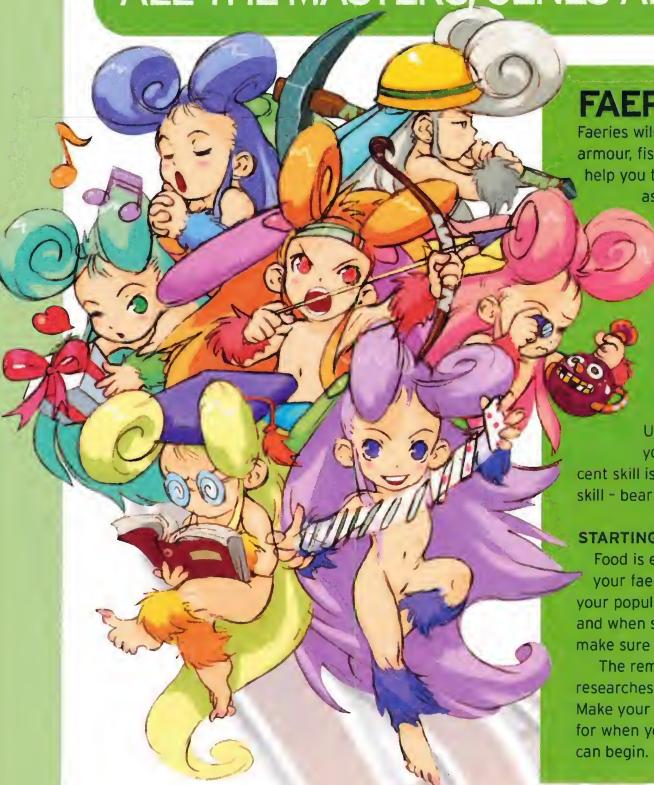
P100



SOLUTION

BREATH OF FIRE III

ALL THE MASTERS, GENES AND FINAL BOSSSES FOUND AND BEATEN!



JOBs

BASIC JOBS

HUNTER

Skill Needed	Red
Skill	Feed the population

They get you food and they're essential; keep adding faeries until you've always got a food level of 99. As culture increases take off a hunter one at a time making sure food is still at a level of 99.

CLEAR LAND/BUILD

Skill Needed	Green
Skill	Build houses and buildings

'Clear' and 'build' are pretty much the same; just make sure you keep alternating between the two. Early on, don't bother so much with advanced jobs; just keep building until you have eight houses.

ORDER TO BUILD STUFF

- 1 Clear Land (builds fountain)
- 2 Build (house two)
- 3 Build (extra room in house two)
- 4 Clear Land
- 5 Build (upstairs in house two)
- 6 Build (extra room upstairs in house two)
- 7 Clear Land (builds extra fountain)
- 8 Build (extra floor with two rooms)
- 9 Build (extra room on extra floor)

ADVANCED JOBS

SCHOLAR

Skill Needed	Light Blue
Skill	Create jobs for other faeries

FAERIE VILLAGE

Faeries will help you find exclusive items, weapons, armour, fishing equipment, and music - and they will help you to make money as well. The faeries can be assigned to ten different job types. Assign faeries depending on their talents. When you look at a faerie, you should see four different coloured bars.

Colour	Skill
Red	Hunting/Exploring
Green	Clearing/Building
Dark Blue	Merchant Skill
Light Blue	Intelligence

Use the above table to know where to assign your little friends. Two faeries with 50 per cent skill is better than one faerie with 100 per cent skill - bear this in mind.

STARTING OFF

Food is essential near the start, so plonk two of your faeries into hunting. This should help to boost your population. Keep adding new faeries to this pool and when stock reaches 99, don't add any more, just make sure it keeps at this level.

The remaining faerie should be a scholar who researches culture. Max this out to discover all jobs. Make your faeries build furiously so that they're ready for when you switch them to jobs. Then the real fun can begin.

Scholars research either new jobs or culture. A high level of culture will increase building and research rates. Build up a pool of faeries along with a steady food supply then assign at least three active scholars.

MERCHANT

Skill Needed	Blue
Skill	Sells rare items throughout six shops

There are three shop types: weapon, item and handyman, and each are available in two flavours: speed and ability. Go for ability so you get better items. You can also get Nina's Ouroboros and the Angling Rod, both of which aren't available anywhere else. Take a look at our list of items that are available.

Ability Item Shop		Speed Item Shop	
Item	Price	Item	Price

Green Apple	5z	Green Apple	5z
Vitamin	50z	Vitamin	50z
Panacea	100z	Panacea	100z
Ammonia	200z	MultiVitamin	300z
High Boots	3000z	Ammonia	200z
Lion's Belt	3000z	Talisman	500z
Napalm	800z	Life Sandals	500z
Dream Ring	1000z	High Boots	3000z
Balance Ring	1000z	Titan Belt	3000z
Barrier Ring	3000z	Dream Ring	1000z
Diamond Ring	3000z	Balance Ring	1000z

Ability Handyman Shop		Speed Handyman Shop	
Item	Price	Item	Price
Berries	5z	Berries	5z

Beef Jerky	50z	Beef Jerky	50z
Taser	200z	Clothing	500z
Tiger Claws	3800z	Flame Chrysm	500z
Angling Rod	2000z	Napalm	800z
Lion's Belt	3000z	Bell Collar	10000z
Bell Collar	10000z	Angling Rod	2000z
Soul Gem	3000z	Belladonna	200z
Holy Mantle	10000z	Royal Dagger	6200z
Molotov	10z	Holy Mantle	10000z
Hidden Dagger	7000z	Soul Gem	3000z

Ability Weapon Shop		Speed Weapon Shop	
Item	Price	Item	Price
Pointed Stick	10z	Pointed Stick	10z
Waistcloth	210z	Waistcloth	210z
Bronze Sword	240z	Bronze Sword	240z
Crepe Cape	1300z	Buckler	1100z
Flame Talons	3300z	Wind Cutter	2200z
Amber Breastplate	6100z	Crepe Cape	1300z
Piercing Pike	7400z	Flame Talons	3300z
Katzbalger	9200z	Laurel	1800z
Protectors	11000z	Royal Dagger	6200z
Tiger's Cap	5300z	Spiked Gauntlets	6800z
Ouroboros	22000z	Ice Halberd	12500z

First Faerie	Sells Items
Second Faerie	Speeds item acquisition
Third Faerie	Speeds item acquisition

INN

Skill Needed	Dark Blue
Skill	Resting, saving and special party info

Make an inn quickly; you can rest cheaply (ten Zenny) and your tiny friends will tell you facts about your game.

GIFT

Skill Needed	None
Skill	Free items

Talk to the faeries doing this job and they'll give you a free item. What you get depends on how long you wait before chatting to them. Also the more faeries you assign, the more presents you'll get. Below is a list of the items you'll get; the lower down it is, the longer you'll have to wait.

1	Antidote	8	Protein
2	Healing Herb	9	Power Food
3	Panacea	10	Swallow Eye
4	Icicle	11	Fish-Head
5	Firecracker	12	Wisdom Fruit
6	Life Shard	13	Shaman's Ring
7	Magic Shard	14	Spirit Ring

FORTUNE

Skill Needed	Light Blue
Skill	Secrets and comedy

This isn't an essential skill; the faeries assigned to this will give you tips and comedy comments about the game. The useful stuff includes: Garr is resistant to fire (not immune), breath attacks are like gravity magic as they do damage depending on HP; when walking you'll encounter fewer foes and healing magic harms undead creatures. Assign faeries to this skill once your Merchants have been maxed out.

EXPLORER

Skill Needed	Red
Skill	Finds special items and kills weak faeries

There's no point doing 'Daytrip' or 'Nearby' expeditions,

instead always plump for 'Distant' ones as you'll get great items. The drawback is that your faeries are more likely to die on the trip, which is great for killing off weak faeries when you've maxed out your population to 20, but poo if you've sent your best girls out. There is a cheat: send the faeries out, wait for a while, then save outside the village. Enter it and check the message board, if the expedition has failed, keep resetting and reloading until it's succeeded. Check the list below to see what rewards you can get. Items with Zenny beside can be sold in the Antiques shop.

The two most useful items are the Ivory Charm and the Spirit Ring. The Charm resists all elemental attacks, regenerates health in and out of battle and doubles the effect of healing spells. AP consumption is cut in half by the Spirit Ring - don't use it with a Shaman's Ring though.

ITEM	WEAPON	ARMOUR	OPTION	SELL AT
Moon Tears	AP Shells	Breastplate	Artemis' Cap	-
Wisdom Seed	Demonbane			
	Flame Shield	Hawk's Ring	-	-
Wisdom Fruit	Ghostbuster	Force Armour	Ivory Charm	-
Life Shard	Hidden Dagger	Ice Shield	Ring of Fire	-
Magic Shard	Lacquer	Helm Spirit	Ring	-
Power Food	-	Magma Armour	-	-
Protein	-	Mind Shield	-	-
Swallow Eye	-	Mithril Helm	-	-
Fish-head	-	-	-	-
Moxa	-	-	-	-
Clay Vase	-	-	-	100Z
Marbles	-	-	-	500Z
Moldy Vase	-	-	-	1,000Z
Dirty Rags	-	-	-	1,500Z
Tea Cup	-	-	-	2,000Z
Beads	-	-	-	3,000Z
Rare Book	-	-	-	4,000Z
Old Painting	-	-	-	6,000Z
Myria Icon	-	-	-	8,000Z
Ladon Icon	-	-	-	8,000Z
Lithograph	-	-	-	15,000Z
Dragon Tear	-	-	-	30,000Z

ANTIQUES

Skill Needed	None
Skill	Sell antique items to them for loadsa money

Look at 'Items' and 'Equipment' in the 'Pause' menu and find the antiques. These can be sold for a high price to the fluttery pixies in this shop. This isn't useful to have permanently but they'll give you more money than a conventional merchant. Change a Gift, Explorer, Casino or Copy shop into this to sell the stuff, then change it back.

First Faerie	Buys antiques
Second Faerie	Talks about antiques
Third Faerie	Talks about the Dragon
	Tear (very valuable)

MUSIC

Skill Needed	None
Skill	Listen to music

There are 40 songs to unlock, but not all the music from the game is available here unfortunately. Again this isn't essential but it's good to stick three faeries in here to collect it all quickly and have some spare. If you have got three faeries here when you complete the game, one of them will sing 'Pure Again' for your listening pleasure.

Music List	Description
Track	McNeil/Urkhan Tapa town
Country Living	McNeil's theme
These Little Things	Rei's theme
Take It And Run	McNeil manor hedge maze
Healing	Ryu's dream at start
Life's A Beach	Rhapala town music
Even The Sun's Happy	Fishing music
Walking Straight	Mountain music
30	Bonus games
Crowing In The Night	Chickens!
Plenty Of Money	Mayor McNeil's theme
My Favorite Trick	Momo's tower
War Tiger	Weretiger battle

Technology	Hi-tech dungeon
Fried Onions	Poco's theme
Peach Engine	Momo's theme
In The Morning	Nina's theme
Fighting Man	Garr's theme
Guild	Junk Town / Cliff / Parch town
Ago	Unknown
Neverending Game	Bonus games
Thief	Loki's theme
Walking the Road	Mountain dungeon
Eden	Eden
That Old House	McNeil Manor
Windy City	Wyndia town
Island	Genmel / Syn City town
The Champion	Coliseum
Turning Point	Black Ship interior
Don't Say It	Unknown
Steam Locomotion	Piloting the ship
Heavy Echo	Wyndia tomb
Cadaver	Death scene in Eden
Missing	Burned cabin scene
Dangerous Feeling	Cave dungeons
Of Gods And Dragons	Dragnier town
Flight	Event sequences
The Poor Marcher	Beyd's training
Dead Dragon Stone	Dauna Mine
For The Dragons	Main theme
Castle In The Sky	Final dungeon

CASINO

Skill Needed	None
Skill	Gambling to win items, money and name changing

Just plonk one she-elf in here unless you really don't like your game name. There are two games available to play: 'High or Low' and 'Numbers Guessing'. High or Low is just like Brucey's *Play Your Cards Right*: you have to guess whether the next number is going to be higher or lower. Place a bet and guess on four or more cards in order to get a decent payout.

High or Low Payouts

1 correct	x1	5 correct	x29
2 correct	x1.1	6 correct	x58
3 correct	x2.4	7 correct	x217
4 correct	x9.2	8 correct	x560

'Numbers Guessing' is exactly as it sounds; guess what three-digit number the faerie is thinking of. The more guesses you take, the worse the prize. It costs 500 Zenny per go, which you can win back easily playing 'High or Low'. The Lifestealer is a great weapon for Rei, it can cause Death and it's fast. Also the Divine Helm protects against Death.

Guesses	Item	Odds
1 Guess	Spirit Ring	504 to 1
2 Guesses	Shotgun Shell, Lifestealer, Divine Helm	63 to 1
3 Guesses	Wisdom Fruit, Light Bangle, Ascension	-
4 Guesses	Soul Gem, Wisdom Fruit, Vitamins	-
5 Guesses	Panacea, Multi-Vitamin, Vitamins	-
6 Guesses	Healing Herb, Vitamin	-
7 Guesses	Green Apple, Rice Ball	-
8 Guesses	Croc Tear, Rice Ball	-

First Faerie

Runs Casino

Second Faerie	No effect
Third Faerie	After completion you can change character and faerie names

COPY

Skill Needed	Light Blue
Skill	Dupe Items

Use this to dupe useful or expensive items (so you can sell the copies on for hard Zenny). Only assign faeries that have 100 per cent intelligence (light blue). It doesn't take too long to copy an item, but you will have to live without the original for a while. Occasionally a copy can go wrong, turning your item into a Rice Ball. To prevent this, save before entering

the village after you have started a copy.

First Faerie

Second Faerie

Third Faerie

Dupes one item

Dupes another item

Dupes a third item

ALL THE MASTERS MASTERED

Here are all the Masters, where to find them, what they teach and their stats

MASTER: BUNYAN

Occupation: Woodsman

Location: Yraall, chopping wood outside his cabin in Cedar Woods.

Assignments: He is part of the main storyline at the start of the game. Bunyan will find you after the party is separated following the battle with Balio and Sunder. Opinion: He is great to use early on, use him on a fighter like Rei. Also, Disembowel is a great skill.

STAT GAINS

HP+2, Power+2, Defence+1, AP -2, Intelligence -3

SKILLS

Skill	Levels Required	AP Cost	Description
Risky Blow	2	0	Critical damage if enemy is hit
Focus	5	0	Raises Power when used. Max. X2
Super Combo	8	12	Attack (one target). Enter combo on screen
Disembowel	10	0	Fatal blow. Max HP down

MASTER: MYGAS

Occupation: Journeyman wizard

Location: Mygas is at the Yggdrasil tree stump in Yraall.

Assignments: When Spring arrives after killing the Nue, spend all your money on equipment before talking to him, as he's sure to take whatever Zenny you have in return for his services.

Opinion: Assign him to Teepo at first, then Nina so she learns all of his skills.

STAT GAINS

AP+1, Intelligence+2, Power -1, Defence -1

SKILLS

Skill	Levels Required	AP Cost	Description
Frost	1	2	Frost attack vs one target
Meditation	4	0	Raises Intelligence when used. Max. x2
Magic Ball	6	2	Attack using solid ball of magic
Typhoon	8	7	Wind attack vs all targets

MASTER: YGGDRASIL

Occupation: Sacred wood tree

Location: Near the Plant in Eastern Wyndia

Assignments: Get Poco to talk to it and give it a Wisdom Fruit.

Opinion: Poco is okay to use with this Ent, but really this Master isn't that useful.

STAT GAINS

AP+1, Defence+1, Intelligence+2, HP -1, Power -2, Weak vs Flame

SKILLS

Skill	Levels Required	AP Cost	Description
Sanctuary	2	5	Dispels all support magic
Recall	5	2	Cast random magic spell
Shield	8	4	Raise all targets' defence

MASTER: D'LONZO

Occupation: Female cat burglar

Location: By the Coffee House, on the top of the hill.

SOLUTION

Assignments: Have 15 different weapons in your inventory; you can see them after she's been assigned.
Opinion: Get Rei to train with him, but get someone else to learn Steal as he already has Pilfer.

STAT GAINS

Power+1, Agility+1, HP -1, AP -2, Accuracy

SKILLS

Skill	Levels Required	AP Cost	Description
Monopolize	2	0	Steals all EXP
Intimidate	3	0	Cancels one target's movement
Steal	4	0	Steals an item from enemy

MASTER: FAHL

Occupation: Bartender of Genmel

Location: In Genmel's bar

Assignments: Talk to him after the Contest of Champions then win 30 battles in a row without resting. This is easy to do if you go back to Cedar Woods and enter a '!' spot.
Opinion: Fahl is fantastic for characters with low defence or HP.

STAT GAINS

HP+4, Power+1 Defence+3, Agility -3, Intelligence -3

SKILLS

Skill	Levels Required	AP Cost	Description
Charge	2	0	Damage altered based on Defence
Counter	4	0	Auto counter attack when in use
Resist	6	2	Invulnerability for one turn

MASTER: DURANDAL

Occupation: Wanderer

Location: Follow the path to the right of the entrance to Wyndia. It'll take you to a '?' and enter the cabin.

Assignments: None, he'll start teaching you straight away.
Opinion: He's not very good. Learn his skills to open up Hondara then leave him to play with the weasels in his wooden hut.

STAT GAINS

Random

SKILLS

Skill	Levels Required	AP Cost	Description
Unmotivate	1	0	Target loses will to fight
Feign Swing	2	0	Take a practice swing
Backhand	3	0	Attack vs one target; non-lethal

MASTER: GIOTTO

Occupation: Strange fishman

Location: He's on the beach south of Raphala.

Assignments: Say that you think fishing is a true sport then whip out your rod straight away and get 2000 fishing points.
Opinion: Good for Ryu until he learns all his skills, although it does reduce his strength gain ever so slightly.

STAT GAINS

HP+4, AP+3, Power -1, Defence -1, Agility -1, Intelligence -2

SKILLS

Skill	Levels Required	AP Cost	Description
Trump	2	0	Casts random spell using no AP
Berserk	5	2	Raises Power for three turns; then death
Sudden Death	8	1	Casts Death on random target

MASTER: HONDARA

Occupation: Priest

Location: Urkan Tapa area of worship preaching behind the plinth

Assignments: Learn all of Durandal's skills.
Opinion: He's got some great skills but not very good gains.

STAT GAINS

AP+1, Intelligence+1, Power-2, Holy prop UP

SKILLS

Skill	Levels Required	AP Cost	Description
Purify	2	4	Cures Poison
Kyrie	5	5	Destroy Undead
Benediction	8	20	Restores all dead members

MASTER: EMITAI

Occupation: Wizard adept

Location: His house is in the Dauna Hills.

Assignments: Give the extortionate mage 10,000 Zenny.
Opinion: Get Nina to learn his skills after learning everything from Mygas until you obtain Deis.

STAT GAINS

AP+4, Intelligence+4, Power -2, Defence -2

SKILLS

Skill	Levels Required	AP Cost	Description
Barrier	2	4	Raise one target's magic defence
Mind Sword	4	2	Attack with magic sword
Enlighten	6	2	Raises user's intelligence

MASTER: DEIS

Occupation: Ancient sorceress

Location: On Mount Zublo in the Cave of Ages by the temple. You can get find her when you've got the boat.

Assignments: Use Ryu to reveal the door to her lair. Answer "Yes, ma'am" and compliment her scaly looks. Opinions: Get Nina to learn Celerity and Inferno then transfer her back to Emitai.

STAT GAINS

AP+3, Power+1, Agility+1, Intelligence+3, HP -3, Defence -3

SKILLS

Skill	Levels Required	AP Cost	Description
Inferno	2	10	Flame attack vs all targets
Blizzard	5	10	Frost attack vs all targets
Myollnir	8	10	Electric attack vs one target
Sirocco	11	12	Flame and Wind attack vs all targets
Celerity	15	0	Abilities up; usable at fixed time

MASTER: HACHIO

Occupation: World's best cook

Location: Wyndia Castle Kitchen.

Assignments: Enter the castle as grown-up Ryu and chat to the chef. Bring him a Swallow Eye, Beef Jerky, an Angler, and a Martian Squid.
Opinion: Get Ryu to learn Demonbane and give Garr Mighty Chop.

STAT GAINS

HP+2, Power+2, Defence+1, AP-2, Agility-1, Intelligence-1

SKILLS

Skill	Levels Required	AP Cost	Description
Mighty Chop	2	0	Attack vs one target; ignores Defence
Demonbane	4	1	Attack; extra damage to devils

MASTER: BAIS

Occupation: Oldest quadruplet brother (is that a job?!)

Location: By Wyndia's fountain.

Assignments: Challenge him and his brethren to hide and seek. Bias will hide in the Dauna Mines by the large dragon chrysm.
Opinion: Chain Form will make everybody the same speed as the character in point. It's a great skill but Bais' stats are poor.

STAT GAINS

Power+1

SKILLS

Skill	Levels Required	AP Cost	Description
Chain Form	3	-	An extra Battle Formation

MASTER: LANG

Occupation: Youngest quadruplet brother

Location: By Wyndia's fountain

Assignments: Challenge him and his brethren to hide and seek. Lang will hide behind a tombstone in the Wyndian Royal Family graveyard.

Opinion: Only useful to get a Cupid's Lyre.

STAT GAINS

Defence+1

SKILLS

Skill	Levels Required	AP Cost	Description
Cupid's Lyre	3	-	Item that restores HP while walking

MASTER: LEE

Occupation: Oldest quadruplet sister

Location: By Wyndia's fountain

Assignments: Challenge her and her brethren to hide and seek. She'll hide at the eastern Checkpoint, behind a wall on the far left.

Opinion: You can learn a great formation for magic heavy parties. Intelligence will increase by 40 per cent for the person at the back and the other two will increase their defence by 15 per cent.

STAT GAINS

Intelligence+1

SKILLS

Skill	Levels Required	AP Cost	Description
Magic Form	3	-	Battle Formation

MASTER: WYNN

Occupation: Youngest quadruplet sister

Location: By Wyndia's fountain

Assignments: Challenge her and her brethren to hide and seek. Wynn will hide in the lowest level of Junk Town, behind a building.

Opinion: Refuge isn't very useful as it isn't much different to the normal formation and the stat gains are nothing exciting - avoid.

STAT GAINS

HP+1

SKILLS

Skill	Levels Required	AP Cost	Description
Refuge	3	-	Battle Formation

MASTER: LADON

Occupation: Divine king of dragons

Location: Get Ryu to look at the black panel above the entrance to the Relay Point in Dragnier.

Assignments: Beat Jono the town elder and have all dragon genes (see our gene-splicing dragon section of this guide).

Opinion: Aura is a great skill but the HP and AP deficit makes him useless in the long term. Just learn the skills then don't use him.

STAT GAINS

Power+2, Defence+2, Agility+1, Intelligence+2,

HP-6, AP-6

SKILLS

Skill	Levels Required	AP Cost	Description
Mind's Eye	3	0	Raises hit% temporarily
Holy Strike	5	2	Holy attack vs one target
Ward of Light	7	5	Raises defence & counterattack %
Aura	9	20	Holy attack vs one target; Power X2

MASTER: MERYLE EP

Occupation: Wandering faerie

Location: In Eastern Wyndia in the pond in Faerie Woods

Assignments: Recruit Poco as an adult and go to Faerie Woods. Clear the bushes in front of the pond with Ryu's sword. Make Poco headbutt the rock into the water. After chatting to the Master go to Central Wyndia and just north of the fishing spot called 'Hangout of the River Gang' is a '?' spot. Headbutt the tree by the tent with Poco and pick up the Flower Jewel. Now take it back to Meryleep, with Poco still in your party.

Opinion: Rei should use Meryleap for a time because of the Agility +2

STAT GAINS

Agility+2, HP+1, Power-1, Defence-1

SKILLS

Skill	Levels Required	AP Cost	Description
Charm	2	0	Increases chance of finding item
Shadow Walk	5	8	Warp attack; critical blow
War Shout	8	6	Raise all targets' Power

MASTERFUL TIPS FOR IMPATIENT APPRENTICES

Masterful tips for impatient apprentices

Levelling up has never been easier

Levelling up in the third *Breath Of Fire* game is made a little more complex by the addition of Masters. Once assigned, a Master will influence how much certain stats increase when a character levels up.

Minus stats don't actually reduce the stat; it merely reduces the amount it increases during a level up.

From time to time, take your assigned characters back to the Master for a chat. If they've met the requirements the Master will teach you a skill. If there's a star by the Master's name when you look at their stats in the camp tent, you've learnt all the skills they can teach. You can only learn a skill once, and not per character. If the wrong person has learnt a skill, use skill ink to make them forget it. Buy it from a Manillo fish.

When a character leaves your party, their learnt skill will be put on the skills list in the camp tent.

DRAGON GENES

Ryu's dragon abilities will alter depending on which genes you splice together. Here's a list of genes and where to find them

Gene	AP	Location	Effect	Reverse
Flame	5	After you get the dragon powers in Wyndia Castle	Flame attacks	Frost
Frost	5	Maekyss Gorge	Frost attacks	Flame
Thunder	5	North Rhapala Region, in a house	Thunder attacks	-
Shadow	5	After killing Dragon Zombie, in Dauna Mine	Shadow attacks	Radiance
Radiance	5	Container Yard	Holy attacks	Shadow
Force	8	Underground Laboratory	Enhances power, use attack abilities, warrior-class dragon	-
Defender	8	After diving down the cliff, in Mount Boumore	Raises defence, use defence abilities	-
Eldritch	8	Roof of the lighthouse	Raises magic, heal spells	-
Miracle	13	Volcano	Change into Behemoth with party	-
Gross	8	Tidal Caves	50 per cent more dragon HP	-
Thorn	8	Rocket crash site	Raises attack power	-
Reverse	8	South-west of Momo's tower in a forest	Reverses Flame into Frost and Shadow into Radiance and vice versa	-
Mutant	3	Steel Beach	Random gene	-
???	8	Near Junk Town Dock in Bow's house	Special dragon classes when combined	-
Trance	8	Yggdrasil tree by Kombinat	Special dragon classes when combined	-
Failure	1	Ruined Colony	Lowers all stats	-
Fusion	13	After killing Dragon Zombie, in Dauna Mine	Dragon types depend on party members	-
Infinity	40	Defeat Gono, it's in Dragnier	Berserk Kaiser	-

DRAGON GENE SPLICING

Here's a list of the best gene combinations plus the abilities you'll gain

HYBRID DRAGONS

MOMO HYBRID DRAGON

Have Momo in your party

Genes: Fusion

Cost: 16AP

Per turn: 8 AP

Ability	AP	Description
Speed	2	Raise one target's agility
Protect	2	Raise one target's defence
Might	3	Raise one target's power
Restore	9	Heal heavy wounds on one target
Remedy	6	Cures all status changes
Combustion	0	Flame and wind attack vs all targets
Restore form	0	Return to human form

NINA HYBRID DRAGON

Have Nina in the battle party

Genes: Fusion Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
Typhoon	6	Wind attack vs all targets
Lightning	6	Electric attack vs all targets
Inferno	8	Flame attack vs all targets
Blizzard	8	Frost attack vs all targets
Temptation	0	Causes confusion, abilities down
Restore form	0	Return to human form

REI HYBRID DRAGON

Have Rei in the battle party

Genes: Fusion Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
Shadow walk	6	Warp attack, critical blow
Dragon breath	0	Breath, damage altered by HP
Tempest	0	Wind, damage altered by HP
Restore form	0	Return to human form

PECO HYBRID DRAGON

Have Peco in the battle party

Genes: Fusion Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
Dream breath	3	Induces sleep in all targets
Venom breath	3	Poison all targets
Dragon breath	0	Breath, damage altered by HP
Geo breath	0	Earth, damage altered by HP
Restore form	0	Return to human form



WHELP DRAGONS

Description

Welps are the weakest of all the dragons and come in a variety of elemental flavours. The basic WHELP has three abilities that all the extra elemental Welps share.

Genes: Failure

Cost: 1 AP

Per turn: 1 AP

Ability	AP	Description
WHELP breath	0	Breath, damage altered by HP
Blind	0	Attack, induces blindness
Restore form	0	Return to human form

WHELP - FIRE

Genes: Flame

Cost: 5 AP

Per turn: 3 AP

Ability	AP	Description
Flame breath	0	Flame, damage altered by HP
Flame claw	0	Flame attack vs one target

WHELP - ICE

Genes: Frost

Cost: 5 AP

Per turn: 3 AP

Ability	AP	Description
Frost breath	0	Frost, damage altered by HP
Frost claw	0	Frost attack vs one target

WHELP - LIGHTNING

Genes: Thunder

Cost: 5 AP

Per turn: 3 AP

Ability	AP	Description
Thunder breath	0	Electric, damage altered by HP
Thunder claw	0	Electric attack vs one target

WHELP - DARK

Genes: Shadow

Cost: 5 AP

Per turn: 3 AP

Ability	AP	Description
Shadow breath	0	Death vs all targets
Chlorine	0	Attack, poisons target

WHELP - LIGHT

Genes: Radiance

Cost: 5 AP

Per turn: 3 AP

Ability	AP	Description
Divine breath	0	Holy, damage altered by HP
Shining claw	0	Holy attack vs one target

WHELP - PROTECT

Genes: Defender

Cost: 8 AP

Per turn: 4 AP

SOLUTION

Ability	AP	Description
Counter	0	Auto counter, attack when in use

WHELP - MAGICAL

Cost: 8 AP

Per turn: 4 AP

Ability	AP	Description
Remedy	7	Cures all status changes
Restore	12	Heal heavy wounds on one target
Vitalize	20	Heal medium wounds on all targets

DRAGONS

Description

Again, these come in a variety of types. They all share the same abilities of the basic Dragon and they are a lot stronger than Whelps.

Genes: Thorn Gene + Defender Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
Dragon breath	0	Breath, damage altered by HP
Snap	0	Attack vs one target, lowers defence
Counter	0	Auto counter, attack when in use
Restore form	0	Return to human form

DRAGON - FIRE

Genes: Flame Gene + Defender Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Flame breath	0	Flame, damage altered by HP
Flame claw	0	Flame attack vs one target

DRAGON - ICE

Genes: Frost Gene + Defender Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Frost breath	0	Frost, damage altered by HP
Frost claw	0	Frost attack vs one target

DRAGON - LIGHTNING

Genes: Thunder Gene + Defender Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Thunder breath	0	Electric, damage altered by HP
Thunder claw	0	Electric attack vs one target

DRAGON - DARK

Genes: Shadow Gene + Defender Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Shadow breath	0	Death vs all targets
Chlorine	0	Attack, poisons targets

DRAGON - LIGHT

Genes: Radiance Gene + Defender Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Divine breath	0	Holy, damage altered by HP
Shining claw	0	Holy attack vs one target

DRAGON - MAGICAL

Genes: Eldritch Gene + Defender Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
Remedy	7	Cures all status changes
Restore	12	Heal heavy wounds on one target
Vitalize	20	Heal medium wounds on all targets

TRYGON

Description

This is a Golden Dragon form that has above-average abilities and stats and is invulnerable to lightning, ice and fire attacks.

Genes: Flame Gene + Frost Gene + Thunder Gene

Cost: 15 AP

Per turn: 8 AP

Ability	AP	Description
Flame breath	0	Flame, damage altered by HP
Frost breath	0	Frost, damage altered by HP
Thunder breath	0	Electric, damage altered by HP
Dragon breath	0	Breath, damage altered by HP
Snap	0	Attack vs one target, lowers defence
Restore form	0	Return to human form

BEHEMOTH

Description

This dragon is so huge, he'll consume your whole party. Unfortunately he's a bit slow and has lower defence. However, you can combine the Miracle gene with elemental ones to create different versions.

Genes: Miracle Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
Meteor strike	0	Comet, damage altered by HP
Blitz	0	Attack vs all, user's HP halved
Charge	0	Damage altered based on defence
Restore form	0	Return to human form

BEHEMOTH - FIRE

Genes: Miracle Gene + Flame Gene

Cost: 21 AP

Per turn: 11 AP

Ability	AP	Description
Flame breath	0	Flame, damage altered by HP
Flame claw	0	Flame attack vs one target

BEHEMOTH - ICE

Genes: Miracle Gene + Frost Gene

Cost: 21 AP

Per turn: 11 AP

Ability	AP	Description
Frost breath	0	Frost, damage altered by HP
Frost claw	0	Frost attack vs one target

BEHEMOTH - LIGHTNING

Genes: Miracle Gene + Thunder Gene

Cost: 21 AP

Per turn: 11 AP

Ability	AP	Description
Thunder breath	0	Electric, damage altered by HP
Thunder claw	0	Electric attack vs one target

BEHEMOTH - DARK

Genes: Miracle Gene + Shadow Gene

Cost: 21 AP

Per turn: 11 AP

Ability	AP	Description
Shadow breath	0	Death vs all targets
Chlorine	0	Attack, poisons targets

BEHEMOTH - LIGHT

Genes: Miracle Gene + Radiance Gene

Cost: 21 AP

Per turn: 11 AP

Ability	AP	Description
Divine breath	0	Holy, damage altered by HP
Shining claw	0	Holy attack vs one target

BEHEMOTH - POWER

Genes: Miracle Gene + Force Gene

Cost: 24 AP

Per turn: 12 AP

Ability	AP	Description
Focus	0	Raise power when used, maximum x2

BEHEMOTH - MAGICAL

Genes: Miracle Gene + Eldritch Gene

Cost: 24 AP

Per turn: 12 AP

Ability	AP	Description
Remedy	7	Cures all status changes
Restore	12	Heal heavy wounds on one target

VITALIZE

20 Heal medium wounds on all targets

WARRIOR

Description

Again another dragon that can be made elemental by adding the appropriate gene. All forms share the same basic magic and the Warrior form is stronger than a Dragon.

Genes: Force

Cost: 8 AP

Per turn: 4 AP

Ability	AP	Description
Gambit	0	Critical damage if enemy is hit
Aura	20	Holy attack vs one target, power x2
Focus	0	Raise power when used, maximum x2
Restore form	0	Return to human form

WARRIOR - FIRE

Genes: Force Gene + Flame Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Flame Breath	0	Flame, damage altered by HP
Flame Claw	0	Flame attack vs one target

WARRIOR - FROST

Genes: Force Gene + Frost Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Frost Breath	0	Frost, damage altered by HP
Frost Claw	0	Frost attack vs one target

WARRIOR - LIGHTNING

Genes: Force Gene + Thunder Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Thunder Breath	0	Electric, damage altered by HP
Thunder Claw	0	Electric attack vs one target

WARRIOR - DARK

Genes: Force Gene + Shadow Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Shadow Breath	0	Death vs all targets
Chlorine	0	Attack, poisons targets

WARRIOR - LIGHT

Genes: Force Gene, Radiance Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Divine Breath	0	Holy, damage altered by HP
Holy Strike	0	Holy attack vs one target

WARRIOR - MAGICAL

Genes: Force Gene, Eldritch Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
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This dragon has low HP, attack and defence although his abilities are strong and use no AP.

Genes: Mutant Gene + '???' Gene

Cost: 11 AP

Per turn: 6 AP

Ability	AP	Description
Dragon breath	0	Breath, damage altered by HP
Snap	0	Attack vs one target, lowers defence
Magma breath	0	Flame, damage altered by HP
Restore form	0	Return to human form

WILDFIRE

Description

This looks just like a Whelp but with low HP. On the plus side its defence is very high, as is its speed. It will also counter most attacks, if it survives them.

Genes: Miracle Gene + Thorn Gene + Reverse Gene

Cost: 27 AP

Per turn: 14 AP

Ability	AP	Description
Whelp breath	0	Breath, damage altered by HP
Charge	0	Damage altered based on defence
Restore form	0	Return to human form

TIAMAT

Description

This transformation takes up the whole party. It's immune to status attacks and has good all round stats but isn't recommended for really hard battles.

Genes: Shadow Gene + Trance Gene

Cost: 13 AP

Per turn: 7 AP

Ability	AP	Description
Doom breath	0	Neutral, damage altered by HP
Shadow breath	0	Death vs all targets
Venom breath	3	Poison all targets
Restore form	0	Return to human form

MYRMIDON

Description

It's strong, fast and has decent HP and defence. The mixed elemental abilities are great if you're not sure what your foe is weak against. Aura breath works absolute wonders on the final bosses.

Genes: Force Gene + Trance Gene

Cost: 16 AP

Per turn: 8 AP

Ability	AP	Description
Gambit	0	Critical damage if enemy is hit
Aura	20	Holy attack vs one target, power x2
Flame strike	1	Flame attack vs one target
Thunder strike	4	Electric attack, paralyses
Frost strike	4	Frost attack, induces sleep
Wind strike	1	Wind attack vs one target
Holy strike	2	Holy attack vs one target
Aura breath	0	Holy, damage altered by HP
Restore form	0	Return to human form

KAISER

KAISER - BERSERK (FAILURE)

Description

There are three types of Kaiser dragons, both of which eat way too much AP. The Kaiser forms are therefore not as useful as the Myrmidon. All forms have the same three attacks, but the Kaiser strong is considerably harder and he won't attack your party, unlike the Berserk version.

Genes: Infinity Gene

Cost: 40 AP

Per turn: 20 AP

Ability	AP	Description
Kaiser breath	0	Neutral, Damage altered by HP
Bone break	0	Attack, usable at fixed intervals
Howling	0	Attack, induces confusion
Restore form	0	Return to human form

KAISER - NOT BERSERK (TRUE)

Genes: Failure Gene + Infinity Gene

Cost: 41 AP

Per turn: 21 AP

KAISER - STRONG - NOT BERSERK (TRUE)

Genes: Trance Gene + Radiance Gene + Infinity Gene

Cost: 53 AP

Per turn: 27 AP

FINAL BOSS STRATEGY

Bash those beasts with your beautiful dragon breath *Breath of Fire III*'s final three bosses are as hard as 5000-year-old cheese. So below is a handy guide for melting them and beating the whole game. By this point, all of your characters should be around or just below level 40. Read our Masters guide on how to get the best out of levelling up. The Samples bosses found after the Dragon Lord are all bosses you have fought before and shouldn't cause you any trouble at this late stage.

BOSS: ARWAN

Location: Dream World

HP: 2500

EXP: 5000

Zenny: 0

Party: Ryu

Attacks: Sleep: makes entire party fall asleep

Chill: Lowers speed and attack

Strategy: With Hondara assigned to Ryu, use Kyrie to attack Arwan. Also make sure he's got the Dream Ring equipped. If you haven't managed to get Hondara, transform Ryu into the dragon form Myrmidon (check our gene-splicing guide) and cast Aura. It'll only take a couple of attacks in order to down him.



BOSS: DRAGON LORD

Location: Eden

HP: 12500

EXP: 5000

Zenny: 3000

Party: Ryu, Rei, Garr

Steal: Dragon Blade

Drops: Dragon Armour

Attacks: Inferno: Major fire attack on all

Blizzard: Major ice attack on all

Howling: Confuses whole party

Sirocco: Major Fire/Wind attack on all

Strategy: Equip Balance Rings on your entire party to protect against the Lord's attacks. Pinch the Dragon Blade from the beast then transform him into Myrmidon. Attack with Aura and keep Rei human so he can heal and revive. Keep Ryu's AP up with fruits.



BOSS: MYRIA

Location: Orbital Station Myria

HP: 20000

EXP: 0

Zenny: 0

Party: Ryu, Rei, Garr

Steal: Napalm

Attacks: Sanctuary: Dispels all assist magic attack and defence

Evil Eye: Magic attack; ignores defence

Venom: Various status changes on all

Holocaust: Major non elemental damage on all

Inferno: Major Fire attack on all

Myollnir: Major Lightning attack on one

Blizzard: Major Ice attack on all

Restore: Major healing on one character

Sirocco: Major Fire/Wind attack on all

Best Equipment: Equip this stuff if you're to stand a chance of beating Myria.

Ryu: Holy Avenger, Life Armour, Dragon Helm, Aries Glove, Soul Gem, Shaman's Ring

Rei: Holy Avenger, Burglar Garb, Divine Helm, Aries Glove, Ivory Charm, Speed Boots

Garr: Beast Spear, Life Armour, Divine Helm, Aries Glove, Titan Belt, Titan Belt

Strategy: Before beginning, don't talk to the fourth lady here, and you'll prevent Myria from using Holocaust. Don't be afraid to use special items like Hourglasses and Wisdom Fruits; this is a tough battle and you'll need everything you've got! Transform Ryu into Myrmidon and get him to keep using Aura. Keep Rei human until you've knocked Myria down to 2000 HP or Ryu has transformed back. Unleash everything, including Shadow Walk, Triple Blow and Bonebreak. Any assist magic will be dispelled immediately by the boss so don't bother with it. Keep using Aura, and be wary of Venom; cure this as fast as possible. Treat Holocaust the same way; cure the party straight after she strikes.



SOLUTION

TOKOBOT

BEAT THOSE BOTS WITH OUR ESSENTIAL GUIDE

VALVE AIR RUINS

PART ONE

This block appears to 'block' your way, but you can carry it (press O). After you have moved it, stamp on the switch underneath by jumping then pressing S in O-formation.



ENEMY INTEL

MORPHBOT

The game's first boss (or 'keeper', as they prefer to be known) is Morphbot. There are two stages to whipping his sorry ass. First, you'll be confronted with the object pictured. Carefully avoiding the

lasers it fires, tap O in U-formation to spin and knock away each of its three layers. It will then reveal its true form. Simply avoid the charges it performs for a couple of straights, then throw your group of Karakuri robots into it when it stoops down to take a rest. Repeat as necessary, then taste victory!



DAMPER ROCK RUINS

PART ONE

After stamping down on this switch, it may prove a little confusing where to go next. Ironically, the answer's right in front of your eyes! The blue cube ahead changes to an orange one: the game's universal symbol for a lift. Hop on!



To pass this area, throw your bots into this switch on the side wall, then stamp on each of the two floor switches that appear. Shuffle over to the far side of the room, afterwards.



Ignore the rather strange column layout in this room and focus upon the traditional pursuit of killing everything in sight. Once every enemy is dead, you'll receive the Karakuri combination 'Crane-o-matic'. We'll put it to good use, soon.



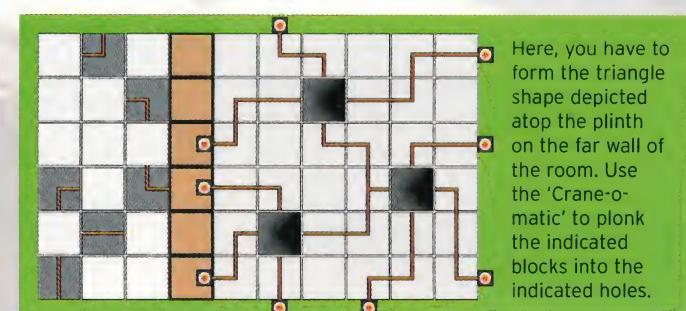
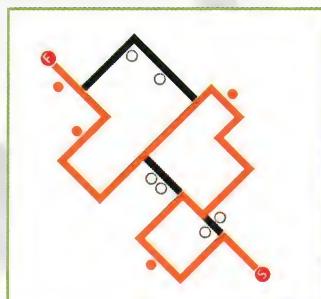
Here, hot-foot it upstairs using the lift. You'll find an exact replica of the pathway downstairs, only littered with a number of boxes. This time, you must push and pull the boxes (O button) to lie in front of the indicated eye stones. When you're done, head back downstairs to safely cross the chasm using your now safe route.

ENEMY INTEL

CHOCOROC

Your first encounter with Flames proves quite tricky, as she's packing some serious prehistoric heat. To bring her down, you'll need to throw your Tokobots into the switch on the left wall. Doing so will turn her heavy weaponry off.

Next, head towards her, readying yourself to jump to the side and avoid her boulder. If you do, deliver a telling blow by again throwing your bots into her. Repeat this six times in order to see her machine fall into tiny little pieces. As a bonus, you'll receive two additional Karakuri bots!



Here, you have to form the triangle shape depicted atop the plinth on the far wall of the room. Use the 'Crane-o-matic' to plonk the indicated blocks into the indicated holes.



DAMPER ROCK RUINS

PART TWO

Use spin to turn the cogs in this room. Depending on which way you turn them, the left or right door opens. You need to visit both rooms before you can progress further.

In the left room, you will find this rather curious-looking device. Use spin once more to turn the right cog four times and the left cog two times. This will start the large fan at the room's floor. If you then spin repeatedly, you'll fly upwards and take part in a short battle.

When you're done enter the right room, where you'll find this arrangement of four colours. You'll need to stamp on them in the following order to start this room's floor fan and spin up to face another short battle: red, blue, green, green, yellow, red. The Katakuri combination 'Launch-a-bomb' will be your reward for doing so.



ENEMY INTEL

DONGLE

Things start to get a bit tougher with our slightly obscene friend Dongle. Whilst avoiding the sweeping motion of its hands, spin into the cog-shaped base on which it stands. It'll become dizzy, leaving you free to throw your Tokobots into the orange target that forms its head. If you repeat the process you'll taste success; bear in mind that the target will move to the central section after a couple of hits.

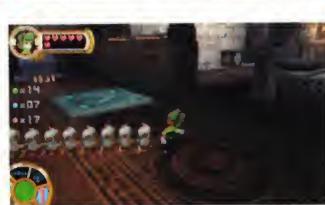


VALVE AIR RUINS

PART TWO

Head back through the Valve Air Ruins until you reach this previously impassable grey square. Use the Katakuri combination 'Mono choo-choo' whilst standing on the square using the directional pad. You'll face a test of reactions in which you must jump over missing track sections or blockages whilst firing on floating enemies, quite similar to that found in *Donkey Kong Country*. After taking out the keeper and baddies that follow this section, head through the left doorway.

At this point, use the spin action to blow out the flames. The spiked cylinder will begin to turn around.



Your goal here is to use the 'Crane-o-matic' on the grey square to nab a block from the conveyor belt and then place it on the orange switch.

You need to avoid moving whilst facing towards the eye stones. To do this, first position yourself facing away from each stone, then enter O-formation. If you press K, your bots will lift you up, preventing you from falling and

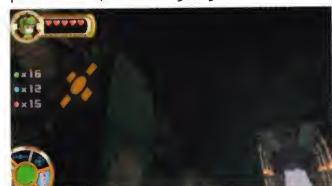


locking your rotational direction, so you can move without worrying about either falling off or turning towards the stones. Ta-da!

GRINDER VALLEY

PART ONE

Use the glide action (hold down M then tap S) to hit the two switches above you after defeating the first subordinate. Once through the door, use glide once more to jump between the platforms, heading right.



Whilst that light-topped statue may look pretty unassuming, you can actually lift it (using O). Once you have done so, guide it between the yellow lasers that appear. Afterwards, take out the four-legged Beamod that appears, following it as closely as possible up and down, taking the opportunity to hit it once it falls over. Take care to retreat as soon as you see it emit lasers: the bomb that follows packs a punch.



Here, use the Katakuri combination 'Launch-a-bomb' using the grey floor tile, then position your bots in V-formation in order to avoid the searchlights. A route will appear down the centre (pictured), if you hang on long enough.



This is a demanding test of skill. Position your Karakuri bots in circle-formation whilst holding K as before (to make sure you don't lose any bots over the edges). After this, jump across all of the conveyor belts (travelling into the screen), taking care to land on the last one at the far right. If you find yourself stuck, don't be afraid to let the belts take you through the entrances to the left or right - this won't kill you. At the end, jump and throw your bots onto the magnet above, taking care to do so from the very edge of the belt. A running jump



SOLUTION

is not necessary, it's how close to the edge you are that matters.

ENEMY INTEL

TANKALOO

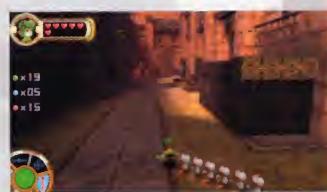
Your goal here is to throw your bots into the yellow cockpit on top of the mine vehicle. First, though, you must take to any of the arena's four corners and switch to first-person view by holding the M button. You cannot be hurt here, plus you can observe your enemy's movements closely! When the cannon fires, run towards it, taking care to avoid the three fire balls. Be sure to stay a handful of paces away from your foe, so that on the third fire you can avoid the fireballs and run round the back. Quickly attack the cockpit then retreat to your initial position. Repeat and prosper, my friend!



heart vial, whilst the one on the right is the way forward.

From this point, take the left fork and proceed past the swinging section. Next, head backwards the way you came, jumping down the newly created gap and into the archway at the bottom of the hall.

This section is a little tricky, as it requires a burst of speed to go with the usual combination of



jump-glides and jump-throws. Columns one and four start to sink as soon as you land on them, you see. When you reach an apparent dead-end atop the columns, jump and throw to a swing bar above. Afterwards, head back the way you came once more to jump down into the (now dry) void. Continue through the door (ignoring the lift). When you're done, head back to the section where you took a left fork, then take the right path. Use the Katakuri combination 'Mechano-wheel' on the grey square and you're in business!

At this point, first climb the magnet on the right-hand side and use the 'Launch-a-bomb' Katakuri combination on the grey tile to



take down the flying Helibombers. Next, observe the movements of the eye-stones ahead, running past them when they turn away from you. Remember to claim your prize between the two!

It is possible to carry this set of stairs can be carried - (press O) towards the left wall, where you'll find a magnet. Jump and throw your bots to reach another magnet in the centre of the room. As soon as you reach this point, stamp your way through the three glass floors.

Line up your bots as shown when you reach this troublesome platform section, then jump into the screen. As you fall, throw your bots to reach the moving platform. You'll need to stamp on the left platform twice to make the right one high enough to escape the corridor completely.

Remember that you can always return to the time switch whilst forming the four-block picture. In fact, it's impossible to complete the puzzle without doing so.

ENEMY INTEL

FADOTRON

A very tough boss encounter, this, due to the awesome speed of your foe. This idea is to hit the orange target on its chest, though use of the 'Samurai Hover' Katakuri combination is advised! Otherwise, try to second-guess Fadotron's movements, then strike with a throw just as it begins to reappear.



ENEMY INTEL

TORNADER

Initially you must guide this rather imposing character into the bombs it poops out behind him by running behind one of them and guiding Tornader to you. After a few hits, it'll give up this tactic and proceed to run from one side of the arena to the other. You must use the magnet strip at either end to travel up a level, then swing between the two ledges at either side to whack it on the head using a throw. Be careful to avoid the winds it generates using its claw, as well as the floor itself, which will become spiked at intermittent periods. Whilst Tornader will switch again between these two methods of attack, it won't get any harder to beat, so simply continue to repeat the pattern and he'll soon fall.



KINGDOM OF THE CRANK BELT

Make sure you smash open every crate in the level's opening area. To reveal a multitude of manholes you can venture down to collect a variety of goodies. There's also one near the yellow lamp and steel door. Next, pull the crates on rails (pictured) out of their alcoves. This will reveal further manholes. The one on the left leads to an extra



ENEMY INTEL

TORCHERER

A reasonably simple encounter, this. Wait for your enemy to begin charging then jump out of the way (in O-formation so your Karakuri robots aren't taken out, too). Quickly hit the gear protruding from its back to cause it damage. Be sure to retreat quickly, as the fire it then breathes causes major



GRINDER VALLEY PART TWO

You can now return to Grinder Valley and open the locked blue door with the key you've just earned! Inside, you'll find Fuel's private room. Check out the bookcase on the right and the desk to receive important information!



PASS CODE RETRIEVAL

You now have to seek out the pass codes that were unreachable to a skilless Bolt. The first of these is hidden within the Valve Air Ruins. In the pictured room, lift the three columns to form a stairway to the hole in the wall. Toss Bolt into the hole by pressing S in O-formation. Next, still in the Valve Air Ruins, climb up the mountain to the pictured point. Use the glide skill to get across the gap then enter the door. You'll find numerous eye stones littered within, which you must avoid in the regular way. If you have eyes on either side of you, staring straight down the corridor in either direction is the thing to do. At the end, stamp on the switch.



In Damper Rock toss Bolt into this hole, located after the first cube lift. Here, you'll find three cogs with poles sticking out of them. You need to stamp each of these poles fully into the ground. You can stamp the taller poles by pushing the crate around, tossing Bolt upwards then pressing and holding R to regenerate your Tokobots when balancing on top. This is a fiddly process, requiring you to make minuscule movements to allow space for the minimum required number of bots atop the pole (four), as you hold K. With practise, it can be done, so try your best to persevere!

In Grinder Valley, reach this point then take the platforms left. Use the 'Mechan-o-wheel' Katakuri combination to reach the bottom, then swing across the bars to reach your prize. Be aware that, after the third bar, a short fall then throw is required (with good timing) to reach the final platform below.

The final extra passcode lies beyond the left door here in Grinder Valley. Complete a mosaic using the crane almost flawlessly and you will receive a reward for doing so!



MASTER GEAR CAVE

Head to the Valve Air Ruins and look for this area (in which a statue once stood).



You need to stand perfectly still when the eye turns towards you in this corridor. Spin into the gear pictured to raise the following floor. This will start to sink once you have jumped on it, so jump and throw towards the magnet (as close to the centre as you can, as it's easier).



Here, use O-formation and hold down K to avoid falling off the invisible platform. Glide between the two sections, also.

Here, stamp on the switches in the following order: right, left, centre, left, right.



Next, you must hit each of the four spheres that float above its head, twice. If you stand too close in front of him, he'll swipe at you with his claw. Furthermore, it'll occasionally shoot lasers at you, so be ready to jump sideways when running around. The smart way to deal with this section, however, is to stand at either side of the chair to swipe at the spheres, as its lasers cannot hit you here.

Hit each of the spheres once (if you can), to make your job easier later on. Next, destroy two of them by hitting them again. At this point, Zero will make boulders fall from the sky. Run around in order to avoid these, returning to the side of the chair to swipe the spheres. The final sphere pretty much requires you to stand almost exactly in front of Zero. When you're finished, just sit back and relax!



ENEMY INTEL

ZERO

Once you've taken on all of the game's previous bosses (plus Fuel, who you might consider using the Katakuri combination 'Samurai Hover' on), it's time to fight the final boss - Zero. There are three sections to this fight. First, make Zero destroy the four plates that descend by jumping into them when its eyes start to flash. This will make you turn invincible for a few seconds, so you can't be hit by the resulting lasers.



Beat the world, but don't tell them how you did it...

CHEATS & TIPS

Coded Arms

UNLOCKABLES LIST

Bonus level

Complete the game once

Copperhead weapon

Defeat the Sector two Ruins boss (Mantis)

Inferno weapon

Defeat the Sector two Base boss (Colossus)

Judgement weapon

Defeat the Sector two City boss (Enforcer)

Onslaught weapon

Beat the boss on 'Infinity' mode, level 10

Vulcan weapon

Beat the boss on 'Infinity' mode, level 20

Neutron Gun weapon

Beat the boss on 'Infinity' mode, level 30

Surge Helm armour

Beat the boss on 'Infinity' mode, level 40

Blast Helm armour

Beat the boss on 'Infinity' mode, level 50

Trident weapon

Beat the boss on 'Infinity' mode, level 60



HANDY HINT

In order for you to reload faster, press the reload button and then immediately switch to another weapon and then back again instantly. Your clip should now be full and ready to do some serious death-dealing.

Ape Escape: On The Loose

EXTRA GAMES

By grabbing the required number of Specter Coins that are littered throughout the levels, you can unlock some marvellous monkey mini-games.

Extra game	Coins needed
Snowkidz Racing	10
Specter Boxing	20
Jake Attacks	30
Ape Ping Pong	40

HANDY HINT!

When playing Ape Ping Pong, if you defeat Specter and Yellow Pipotron in 'Tournament' mode, you'll be able to unlock them for use in either 'Tournament' or 'Training' mode. You can also unlock more hairy-ass primate characters in Specter Boxing simply by completing it, as well as 'Survival' mode, in which you can play as Blue Pipotron.

Ridge Racer

RIDES AND SLIDES

There are some cool cars to unlock by mastering drift and unleashing your nitrous power on the tracks. You can unlock the history of *Ridge Racer* in flick form too. Here's how...

Angelus car

Complete Pro Tour 20

Machine Design Collection 1

Complete Tour Ex 37

Machine Design Collection 2

Complete Tour Ex 38

Machine Design Collection 3

Complete Tour Ex 39

Pac-Man car

Complete Pro Tour 21

R4 opening movie

Complete Tour Ex 33

Rage Racer opening movie

Complete Tour Ex 34

Rave Racer demo movie

Complete Tour Ex 36

Ridge Racer 2004 E3 movie

Complete Tour Ex 35

SLICK TRICKS

The fun isn't over yet, check out these cool secrets...

Max Tours

Complete all 'Basic', 'Pro' and 'Ex' Tours

Mirrored tracks

Hold v while choosing a course

Rally-X car

Get a score of at least 50,000 in the 'Rally-X' mini-game, then complete Pro Tour 18 and go to 'World Tour' mode

Soldat Crinale

Win four races against the Crinale in 'Pro Tour' mode

Unlimited boost

Hold v at the same time that you hit 'OK' at the pre-race confirmation screen

HANDY HINT!

To play multi-player *Ridge Racer* with only one disc, have the host load it up, create a game in 'Ad Hoc' mode and wait in the lobby. Pop out the disc, slam it into another PSP and then join the existing game. The screens should then go black for a few seconds, so when the second PSP has stopped reading the disc, take it out and put it back into the original PSP. When that has finished loading, take out the disc again and insert it into the second PSP to complete the loading process. You can also incorporate more players using this crafty trick.

100 GOPLAY

Tony Hawk's Underground 2: Remix

Go to the 'Options' screen and enter these codes in the 'Cheat Code' section...

Cheat

Unlock Tony Hawk (from THPS)

Perfect balance

Bonus skaters and levels

Extra

Alien Doctor

Australian Cop

Boat Captain

Bratwurst Vendor

Canada level

Corn Vendor

German Cop

German Drunk

Horn Player

Lost Soul 1

Lost Soul 2

Metal Detector Guy

Neversoft Video

Paulie Ryan

Pirate

School level

Shrek

Skatopia Punk

Space Monkey

The Hand

Zombie

Code

birdman

tightrope

How to unlock

Complete the 'Normal' 'Story' mode

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete the 'Normal' 'Story' mode

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete the 'Normal' 'Story' mode

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete the 'Normal' 'Story' mode

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete every 'Classic' mode goal on any difficulty

Complete the 'Normal' 'Story' mode

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete the 'Normal' 'Story' mode

Complete the 'Easy' 'Story' mode

Complete every 'Classic' mode goal on the 'Sick' difficulty

Complete the 'Easy' 'Story' mode

Complete the 'Normal' 'Story' mode

Complete every 'Classic' mode goal on the 'Sick' difficulty

MULTI-PLAYER MADNESS

It is possible to play *THUG2* with loads of players using only one disc. Simply have player one load up the game, create a game in 'Ad Hoc' mode and then start playing. When it has finished loading, pop the disc out and load it up on another PSP and have that player join the game, and so on...

SHANDY HINT!

There's a geeky *Star Wars* kid in Boston! To see him, head to the area with the two houses and then spine transfer up in to them. Then spine transfer off of the house on the left-hand side and spine transfer into the window to the left. You will then see the kid and if you press O when prompted, he'll do tricks!



WipEout Pure

UNLOCKABLE EXTRAS

Race well and a wealth of rewards will be yours for keeps

Extra

'Ascension' Tournament

'Beta' Tournament

'Classic' Tournament

'Flash' Class

Complete the 'Ascension' Tournament in 'Venom' Class

Karbonis ('Classic' track)

How to unlock

Complete the 'Beta' Tournament

Complete the 'Alpha' Tournament

Unlock all four 'Classic' tracks

Get gold in all 'Alpha' and 'Beta' single races

Get 25 gold medals

Sagarmatha ('Classic' track)

Get 40 gold medals

Darkstalkers Chronicle: The Chaos Tower

HIDDEN CHARACTERS

Unlock more nocturnal knuckleheads with ease by entering the following codes at the 'Character Select' screen:

Marionette

In 'Arcade' mode, highlight the '?', press 's' five times and then press punch or kick

Oboro Bishamon

In all modes, highlight Bishamon, hold 's' and then press punch or kick

Shadow

In 'Arcade' mode, highlight the '?', press 's' five times and then press punch or kick

HANDY HINT!

On the 'Stage Select' screen in 'Training' or 'Versus' mode, hold down the 's' button while selecting a stage to change the colour scheme. By holding down the 'M' button while selecting 'Options' on the main menu, you'll enter a hidden 'EX' option menu.



Tales Of Eternia

COMPLETION BONUSES

Save your game after the end credits have finished rolling and start a new game using this file (it will be marked with a star). In your new game, the 'Customisation' menu will have options such as 'view all cut-scenes' and there will be a bonus dungeon called 'Nereld's Labyrinth' at the Orbus Barrier.



Mandrashee ('Classic' track)

Get 60 gold medals

Medievil (ship)

Get 70 gold medals

'Phantom' Class

Complete the 'Ascension' Tournament in 'Rapier' Class

'Rapier' Class

Complete the 'Ascension' Tournament in 'Flash' Class

Staten Park

(Gamma track) Downloadable

Mallavol ('Zone' track)

Conquer 25 Zones of Pro Toto

Coridon 12 ('Zone' track)

Conquer 25 Zones of Mallavol

Syncopia ('Zone' track)

Conquer 30 Zones of Coridon 12

Tigron (ship)

Downloadable Zone (ship)

Get gold medals in all four 'Zone' tracks

HANDY HINT!

If you press 'L, R, L, R' while airborne after any jump, you'll perform a snazzy barrel roll, which not only looks good, but will give you a nice speed boost upon landing too. Try it!

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tokobot

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Everybody loves platformers, everybody loves puzzle games, and *Tokobot* is a wonderful combination of the two. Take on the role of Bolt as he discovers amazing technological achievements hidden in an ancient land. Among these inventions, he stumbles across some tiny robots that can perform all sorts of amazing tasks when placed in the right hands.

Not only do we have ten copies of *Tokobot* on PSP to give away, but we have 2GB and 1GB Memory Sticks up for grabs too.

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correct answer to the following question:

What is the name of the ancient land from which the Tokobots originate?

- A: Moritari
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- C: Tokyo

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GET THE MOST OUT OF YOUR PLAYSTATION PORTABLE



MUSIC ON

Listen to your favourite tunes through the multi-talented PSP. iWho?

Transferring music files to a PSP isn't exactly rocket science, but it is a function of the console that many owners tend not to bother with. Primarily, this is due to the fact that pretty much every man and his dog owns either

an iPod or some other generic MP3 player. Also, to fit a decent amount of songs onto the PSP you need a decent sized Memory Stick, which up until recently, have been priced in a rather wallet-busting manner. However, with Memory Stick prices falling and every new iPod either



THE MOVE

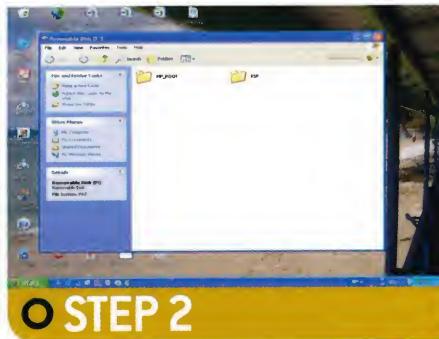
having niggling problems or getting superseded within a matter of just a few months, the PSP is starting to look like a more and more attractive proposition to the MP3 crowd. Okay, so it doesn't have Clickwheel and doesn't fit in your pocket quite as snugly - we admit that - but the

key point is, it does so much more. Forget the iPod video, the PSP could play video long before that was released. So, the next time some toffee-nosed iPod owner looks down at you and your PSP, just turn the volume up and rock out!

Rocking out, or whatever it is you kids do these days, may be a difficult proposition if you don't actually know how to get your tracks onto the handheld. To rectify this, all you need to do is turn the page and follow our ridiculously easy step-by-step, listen and learn.



STEP 1



STEP 2



STEP 3

Getting started

First off let's start with the obvious stuff. You'll need a PC and a USB cable with which to attach your PSP to said PC. Once you're all hooked up go to Settings and click on USB Connections (**STEP 1**). Your PSP and PC will then begin to communicate. Yes, we know this is pretty basic stuff, but not everyone is a technical whizz. You may just be surprised by the amount of people who only ever use their PSPs to play games.

Preparing the PSP

Next, access the Memory Stick (**STEP 2**) and within that, open the folder called 'PSP'. If this doesn't already exist simply create the folder and then open it. Within here (if you didn't just create it) you should see a folder that contains your saved games - if you have any on the Memory Stick you are using. Inside this PSP folder you must create another folder called 'Music' (**STEP 3**) - simple, huh?

Right, now we need to get some tunes on the move, so get your favourite CD out and slap it in the drive. If you have iTunes ignore that and instead access the CD with Windows Media Player or a similar application; basically anything that will allow you to rip the CD to your Hard Drive in a standard MP3 format (**STEP 4**).

Rip your tunes

Once Windows Media Player has read the CD and is waiting for your next command, click on 'Rip' at the top. Now you can select whichever songs you want and begin the ripping process (**STEP 5**). Once your chosen tracks have completed ripping then Windows XP should automatically create a folder with the name of the artist with 'My Music', which should be accessible from the Start menu (**STEP 6**). Find your track and then open the Music folder that you created on the PSP. Now all you have

to do is drag and drop the MP3 into that folder and, hey presto, that track is now on your PSP (**STEP 7**).

Memory squeeze

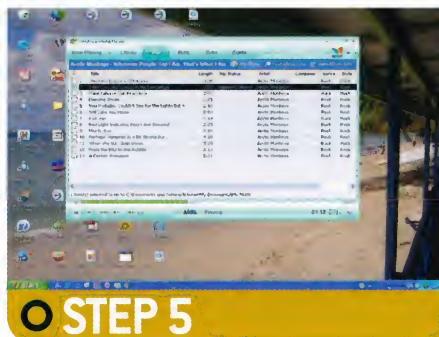
If you're still using the 32MB stick that came with the console, you'll find that it will fill up rapidly. With game saves filling it up too, you'll be lucky to fit an entire album on there. However, now you know how to get those MP3s on your PSP, you can get yourself down the shops to pick up a nice, big 2GB stick.

iTunes troubles

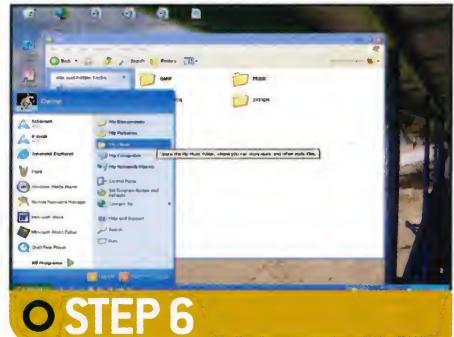
You're probably wondering how to transfer your iTunes library onto a PSP. If you've already tried then you'll know that when you try to find the tracks on the PSP menu screen they won't appear. Unfortunately that's because iTunes stores tracks as M4A files instead of MP3s, which the PSP won't recognise. It is possible to



STEP 4



STEP 5



STEP 6

WHAT SHOULD YOU BE LISTENING TO?

Obviously your musical taste is your own but we advise that you don't start putting Crazy Frog tracks onto your PSP or you might break it. We can't actually back that up with any real evidence, but we think it's a pretty safe assumption that should the PSP sense that tripe winging its way up the USB cable then it's

liable to shut itself down permanently, just to escape the embarrassment. No amount of hacking or deleting will bring it back to life. That also goes for Chico too. You have been warned. Here are some suggestions on how to fill your Memory Stick in the proper manner. Pay attention, you might learn something.

Simon

It's rock all the way for me, nothing else will do!

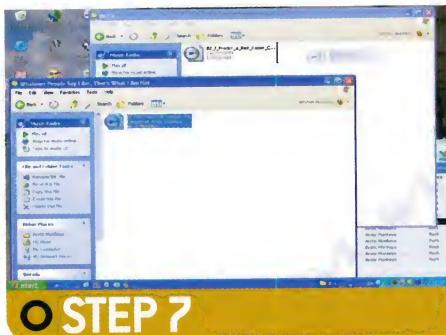
1. Arctic Monkeys - I Bet You Look Good On The Dancefloor
2. AC/DC - Back In Black
3. Kaiser Chiefs - I Predict A Riot
4. Queens Of The Stone Age - Little Sister
5. The Hives - Walk Idiot Walk
6. Muse - Stockholm Syndrome
7. Guns 'N Roses - It's So Easy
8. Faith No More - Midlife Crisis
9. Hard-Fi - Cash Machine
10. The Cult - She Sells Sanctuary



Tom

Sadly I have no taste and decided to include a game soundtrack in my top 10. I am a muppet!

1. Meat Loaf - Bat Out Of Hell
2. Katamari Damacy Soundtrack - Katamari On The Swing
3. The Eagles - Take It Easy
4. Marvin Gaye - Let's Get It On
5. G. Love And Special Sauce - The Fishing Song
6. The Commodores - Nightshift
7. Nena - 99 Luftballons
8. John Lee Hooker - Boom Boom
9. Jamiroquai - Emergency On Planet Earth
10. Blood, Sweat And Tears - Dixie



STEP 7

change the file extensions, but you will need a program with which to do it. Xploder, for example, sell a PSP Movie Player and Media Centre package, which allows you to change the extensions so the PSP can recognise them - a handy tool if you prefer iTunes and don't fancy ripping your CDs twice in two different formats. It's worth bearing in mind that tunes purchased on iTunes are protected and can't have their file extension altered, which is a pain but understandable all the same.

Boogie time

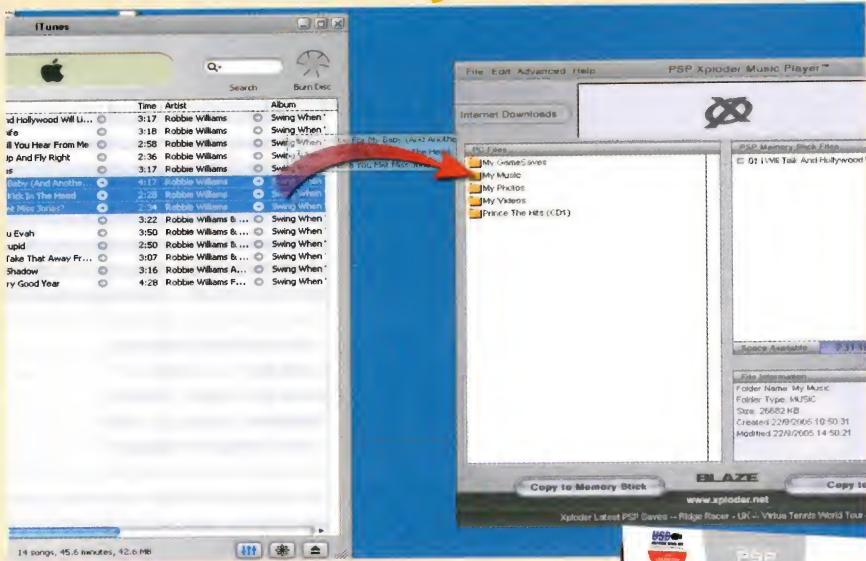
So, after that reasonably painless procedure, press Circle on your PSP to disconnect from the USB Connection. Now cycle through the menu to Music and click on it (**STEP 8**). If everything has gone according to plan then your MP3s should be sitting there just waiting for you to play them on the move. So wherever you are, tune in and enjoy!



STEP 8



Media Management



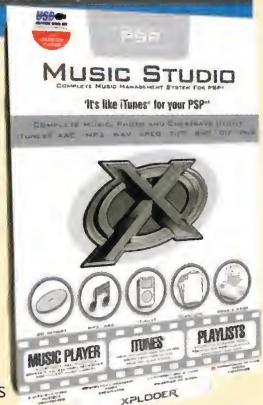
There are a number of programs available that will allow you to transfer your iTunes tracks to your PSP with a minimum of fuss, but none as readily available or as reasonably priced as the Xploder PSP Movie Player and Media Centre. With a simple interface, the package gives you access to a number of features, and it will enable you to drag and drop iTunes files into the Media Manager for conversion.

Not only does it include this handy feature, but it will also automatically name the artist, album and track of your imported CD. Besides the MP3 functionality it can also work wonders with your game saves. The Media Centre will decipher the game save names, which when viewed normally on a PC have a file name that has nothing to do with the game they are related to. If you are particularly rubbish at games there are saves already preloaded that

will allow you to unlock everything in your chosen game. There's also the option to download new saves to the latest games. Not only does it do all that, but you also get a USB cable to boot, what more could you want?

If all that sounds like overkill then the PSP Music Studio is also available, which is lighter on the wallet and contains just the music file transfer functionality.

Want to know more about the PSP Movie Player and Media Studio or the PSP Music Centre? Then head on over to www.xploder.net.



Latest Xploder News: "Movie Player and Media Centre for PSP out"

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PILOTWINGS

Thanks to the joys of emulation, every month we'll be looking back at a classic game that we've been revisiting on our PSPs. This issue, we've been joining those magnificent men in their flying machines...

Pilotwings



Originally Released 1991
Developer **Nintendo**
Emulator Used **SNES9X**

It wouldn't be outrageous to suggest that most simulation-style games are pretty dull. Unless you have a taste for the realistic side of things, it usually ends up feeling more of a chore than actual fun, which is obviously what gaming is all about. But then, of course, there are the exceptions - those games that slip through the net and manage to be absolutely awesome as well as offering a slice of realism at the same time. And, not surprisingly, it takes a company like Nintendo to pull it all off.

When *Pilotwings* first came out, we were completely stumped. As one of the main launch games for the then-new Super Nintendo Entertainment System, here was a game that defied the conventions of what we were used to from the house of Mario. True, some suggested that it was just a means of showcasing the console's power - specifically, the newly created graphical style known as Mode 7 that allowed developers to scale and rotate objects in real-time with some genuinely impressive results - but to be honest, it was so much more. It was... well, different. And fun. Oh boy, was it fun...

The concept was a fairly simple one: as a recent enrollee to the Pilotwings Flight Academy, it was your job to work your way through the various lessons on offer, scoring exemplary marks by perfecting the art of controlling each of the flight styles on offer. These covered four unique fields: flying in an aeroplane, soaring on a hang-glider, falling out of the sky with a parachute and even cruising around like James Bond with a back-mounted jetpack. Of course, this makes it sound so much easier than it actually was, because you not only had to complete tasks during each lesson (flying through rings,

mostly, or following a set path and hitting as many markers as possible) but as you were also marked on several criteria such as accuracy of landing on the final target, it took a lot of skill to ace all the lessons.

With four instructors to impress (and four very different and increasingly challenging locations to conquer) *Pilotwings* wasn't, and still isn't, a game for the less skilled gamers among you. In fact, playing it on the PSP might not be such a good idea if you're not great at games, because you might end up smashing your precious handheld to pieces in sheer frustration, especially once you make it through to the tougher courses at the end. Those of you who do have the moxie to strut your stuff in the air, however, will find *Pilotwings* one of the most charming and genuinely enjoyable games you've ever played. The satisfaction you get when you hit that perfect landing and see the look on your instructor's face is worth the effort in itself. Priceless? Oh, you betcha. ■ **Martin Mathers**



Other great SNES games we've been playing this month

STREET FIGHTER 2 TURBO

Forget these fancy updated versions Capcom's been releasing everywhere - for us, the original *Turbo* is the daddy of them all simply because it's so damn playable. Just playing it takes us back to the days when we shelled out £70 for the imported SNES version... oh, we were so naive back then.



THE LEGEND OF ZELDA

You might be under the impression that current versions of the *Zelda* franchise are complicated and incredibly long, but they're a walk in the park (complete with Nintendo guiding your way) compared to the original. No pointers, no signposts, nothing. Try finishing this without looking at GameFAQs...



BUBSY THE BOBCAT

When it first came out, *Bubsy* was scorned for trying to be an incredibly rubbish rip-off of the *Sonic The Hedgehog* concept. But surely it wasn't that bad? Well... yes, unfortunately, it was. And is. In fact, we only booted it up to remember exactly why we laughed at it so much back then. Ha, and indeed, ha.



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DIRECTORY

THE GOOD, THE BAD AND THE NOT-SO-UGLY LIST OF PSP GAMING



Burnout Legends

Looking back, the excellent *Burnout Legends* was harshly treated in our first issue. The draw distance is a problem but not enough to award it that rather disappointing mark.



Dead To Rights: Reckoning

Adequate enough shoot-'em-up action but ultimately uninspired and repetitive. If this sort of thing is your bag then think about renting before parting with your cash.



Go! Sudoku

Why you would want to buy this instead of the much cheaper option of a magazine and a pen is beyond us. Does what it says on the tin but doesn't tax the power of the PSP.



Marvel Nemesis: Rise Of The Imperfects

This got a bizarrely favourable review back in issue one. If you thought the console versions were bad just wait until you play this!

TITLE	PUBLISHER	ISSUE	SCORE	GENRE	Thought for the day
Ape Academy	SCEE	1	85%	Yellow	Simian silliness of the highest order and tremendously enjoyable.
Ape Escape: On The Loose	SCEE	1	62%	Blue	Do we really need this old PSone game on our shiny new PSP?
Archer MacLean's Mercury	Atari	1	82%	Yellow	A tough challenge but you won't be able to tear yourself away.
ATV Offroad Fury: Blazin' Trails	SCEE	2	70%	Green	Fun for a while if you don't mind a rather limited experience.
Burnout Legends	EA	1	71%	Green	A lack of draw distance ruins the fun, but it's still worth a play.
Championship Manager	Eidos	2	80%	Blue	Addictive but there's plenty of room for improvement.
Coded Arms	Konami	1	64%	Green	An okay attempt at an FPS, but not quite good enough.
Colin McRae Rally 2005 Plus	Codemasters	1	83%	Green	Just like the PS2 version, but a bit smaller in size.
Crash Tag Team Racing	Vivendi	2	77%	Green	<i>Bandicoot</i> fans should find this funny, innovative and perfect for the PSP.
Darkstalkers Chronicle: The Chaos Tower	Capcom	1	79%	Red	A good game and a good port, but the controls aren't perfect.
Dead To Rights: Reckoning	EA	3	63%	Green	Reasonable blasting action that quickly gets repetitive.
Dynasty Warriors	Koei	1	70%	Purple	Fun at first but even fans will be a little bit disappointed.
Everybody's Golf	SCEE	1	91%	Orange	Fun, addictive and perfect golfing in almost every way.
Exit	Ubisoft	3	83%	Yellow	Fun puzzle action that can get a little bit frustrating.
F1 Grand Prix	SCEE	1	81%	Green	Spot-on adaptation of the sport, worthy of a decent place on the grid.
FIFA 06	EA	1	76%	Orange	Possibly the best footie game on the PSP (after <i>Pro Evo 5</i>).
Fight Night: Round 3	EA	3	93%	Orange	An absolutely fantastic boxing simulation. You need this in your collection!
Fired Up	SCEE	1	59%	Green	Just about playable, but not worth anything more than a passing look.
Go! Sudoku	SCEE	2	40%	Yellow	An expensive way to play a game that simply needs pen and paper.
Grand Theft Auto: Liberty City Stories	Rockstar	1	97%	Purple	Quite simply, the best there is. If you only buy one game make it this.
Gripshift	Ubisoft	1	69%	Green	An interesting kart-based game, with not enough racing.
Harry Potter And The Goblet Of Fire	EA	1	70%	Purple	It's good for the fans, but not many others, sadly.
Kao Challengers	Atari	2	55%	Blue	Surprisingly good multi-player, but everything else about this is bad.
Lemmings	SCEE	2	82%	Yellow	The suicidal critters are back and just as good as you remember.
Lord Of The Rings Tactics, The	EA	1	74%	Blue	A decent effort, but falls short of its potential, unfortunately.
Lumines	Ubisoft	1	88%	Yellow	Delightful to watch and addictive to boot - puzzle heaven.
Madden NFL 06	EA	2	76%	Orange	Too much is missing from the PS2 version for this to get top marks.
Marvel Nemesis: Rise Of The Imperfects	EA	1	73%	Red	A reasonable beat-'em-up, but flawed and nowhere near as good as it sounds.
Me And My Katamari	EA	3	91%	Yellow	Quirky, crazy and bizarre but you'll love it.

TITLE	PUBLISHER	ISSUE	SCORE	GENRE	Thought for the day
MediEvil: Resurrection	SCEE	1	67%	■	Big on personality, if not on gameplay. A disappointing return for Sir Dan.
MegaMan Powered Up	Capcom	3	79%	■	A decent effort but this isn't the best <i>MegaMan</i> game on PSP.
Metal Gear Acid	Konami	1	82%	■	Tough to learn, but an original slice of action for fans.
Midnight Club 3: DUB Edition	Rockstar	1	70%	■	If 'pimping rides' is your thing then look no further.
NBA Street: Showdown	EA	1	87%	■	A great conversion of a solid game that's great in multi-player.
Need For Speed Most Wanted	EA	1	68%	■	Not particularly good, but perfectly adequate all the same.
Need For Speed Underground Rivals	EA	1	61%	■	'Pimped' to the post by the superior <i>Midnight Club</i> .
NFL Street 2: Unleashed	EA	1	76%	■	Fun but still filled with the flaws of the PS2 version.
OutRun 2006: Coast 2 Coast	SEGA	3	93%	■	Looks amazing, plays even better. Yet another great racing title.
PoPoLoCrois	Agetec	3	69%	■	Far too simplistic to satisfy the majority of RPG fans.
Pro Evolution Soccer 5	Konami	2	79%	■	The best footy game on PSP but a few flaws hold it back from classic status.
Pursuit Force	SCEE	1	89%	■	High-speed hi-jinks that really show off the PSP.
Ridge Racer	SCEE	1	92%	■	<i>Ridge</i> is back on form with a truly fantastic PSP debut.
Sims 2, The	EA	2	86%	■	<i>The Sims</i> is always great and that doesn't change on the PSP.
Spider-Man 2	Activision	1	47%	■	Spidey's latest outing pales in comparison to the PS2 version.
Splinter Cell: Essentials	Ubisoft	3	80%	■	Not a bad first outing for Sam Fisher, but we were expecting more.
Star Wars Battlefront II	LucasArts	2	80%	■	Controls take getting used to but still an absolute blast.
Street Fighter Alpha 3 MAX	Capcom	3	80%	■	Arcade-perfect port let down by the awkward controls.
Tales Of Eternia	Ubisoft	3	84%	■	Despite offering little new it still manages to be highly addictive.
TOCA Race Driver 2	Codemasters	1	81%	■	Carbon copy from the PS2 that still manages to impress.
Tokobot	Take 2	3	72%	■	A nice idea that doesn't really work as well as it should.
Tony Hawk's Underground 2 Remix	Activision	1	70%	■	More of the usual boarding antics, let down by dodgy controls.
Twisted Metal: Head On	SCEE	2	70%	■	Fun in multi-player but plagued by annoying control issues.
Untold Legends: Brotherhood Of The Blade	SCEE	1	73%	■	A button-bashing RPG that doesn't quite make the grade.
Virtua Tennis World Tour	SEGA	1	90%	■	One of the most addictive games on the PSP to date, essential.
WipEout Pure	SCEE	1	88%	■	Fast, beautiful and intense futuristic racing game.
World Snooker Challenge 2005	SEGA	1	89%	■	Filled with content and plays surprisingly well.
World Tour Soccer: Challenge Edition	SCEE	1	71%	■	No trailblazer, but worthy of Premier League status.
WRC	SCEE	1	65%	■	Solid but lacklustre racing coming a firm second place behind Colin.
WWE Smackdown! Vs RAW 2006	THQ	2	90%	■	A perfectly formed miniature version of the PS2 grappler.
X-Men Legends II: Rise Of Apocalypse	Activision	2	69%	■	Fun for fans of the super-mutants but far from perfect.



Metal Gear Acid

A very different experience to previous *Metal Gear* outings and one that won't appeal to everyone. Stick with it, however, and you will definitely be rewarded with an original experience.



Ridge Racer

Despite a fall from grace for Namco's classic series, this sees it back on form. Dare we say, this is possibly better than the recent *Ridge Racer 6* on Xbox 360? In gameplay terms anyway.



Star Wars Battlefront II

It's difficult to go wrong with the *Star Wars* universe and *Battlefront II* provides an enjoyable slice of action despite controls that take the patience of a Jedi to master.



Virtua Tennis World Tour

A great conversion of the excellent console game that manages to retain all the playability and addictiveness of its big brother. One of the best sports titles on PSP.

KEY

Racing
Platform

Beat-'em-up
Shoot-'em-up

Sport
Puzzle

Action/Adventure
RPG/Strategy

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- Scarface
- Gangs Of London
- Killzone: Liberation
- Superman Returns
- Syphon Filter: Dark Mirror

REVIEWS

- Ape Escape P
- Tomb Raider: Legend
- Worms: Open Warfare
- Viewtiful Joe: Red Hot Rumble

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Ghost in the Shell: S.A.C.
Gottlieb Pinball Classics
Grand Theft Auto: L.City S.
Infected
Lumines
Marvel Nemesis: R.O.T.I.
Me and My Katamari
Medieval Resurrection
Mega Man Legends
Mega Man Maverick H. X
Mercury
Metal Gear Acid
Metal Gear Acid 2
Midnight Club 3: DUB Ed.
MLB
Need 4 Speed: M.W. 510
NFS Underground: Rivals
Ridge Racers
Spider-Man: The Movie 2
Star Soldier
Star Wars: Battlefront 2
Tenchu: Shinobi Taizen
Tiger Woods PGA Tour 06
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WWE Smackdown v Raw 06
X-Men Legends 2: R.O.A.
Plus Many More...

A = 0 1
Ace Combat 4: Shat. Skies
Ace Combat 5: Sq. Leader
Ace Combat Distant Thund.
Aero Elite: Comb. Academy
Age of Empires 2
Alias
America's 10 Most Wanted
Area 51
B = 0 2
Battlefield 2: Mod. Combat
Black
BloodRayne 2
Broken Sword 3: S. Dragon
Brothers in Arms: E.I.Blood
Buffy 2: Chaos Bleeds
Bulletproof (50 Cent)
C = 0 3
Call of Duty 2 Big Red One
Call of Duty: Finest Hour
Chicken Little
Chronicles of Narnia
Conflict: Global Storm
Conflict: Vietnam
Constantine
Crash Boat: Wr. of Cortex
D = 0 4
Dark Cloud 2
Dead to Rights
Destroy All Humans
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Dragon Ball Z: Budokai T.
Dragon Ball Z: Sagas
Dragon Quest VIII: JOTCK
Draken: Ancient Gates

DRIV3R
Driver: Parallel Lines*
Dynasty Warriors 5 Xtr.Leg.

E = 0 5
Evil Dead: Fist of Boomstick
Fahrenheit
Fantastic 4
FIFA 2006

FIFA Street Soccer
Fight Night Round 3*
Final Fantasy X
Final Fantasy X-2

Final Fight: Streetwise*
G = 0 7
Genji: Dawn of Samurai
Getaway

Getaway 2: Black Monday
Ghost Hunter
God of War

Goldeneye: Rogue Agent
Gran Turismo 3

Gran Turismo 4

Grand Theft Auto 3

Grand Theft Auto: L.C.S.*

Grand Theft Auto: San A.

Crash Boat: Wr. of Cortex

H = 0 8

Harry Potter: Goblet of Fire

Haunting Ground
Headhunter: Redemption

Heroes of the Pacific

Hitman 2: Silent Assassin

J = 1 0

Juiced

N = 1 4

Naval Op.Warship Gunner

NBA 2K6

Need for Speed M. Want.

Need for Speed: H.Pursuit 2

Need for Speed: Undergr.

Need for Speed: Undergr.2

No One Lives Forever

O = 1 5

Obscure

PLAYSTATION 2

K = 1 1
King Kong (Peter Jackson's)

L = 1 2

L.A. Rush

Lara Croft T. Raider Leg.*

Largo Winch

LMA Manager 2004

LMA Manager 2005

Lord of the Rings: 3rd Age

Lord of the Rings: R.of King

P = 1 6

Project Zero 2

Project Snowblind

Project X

Punisher

R = 1 8

R-Type Final

Res. Evil: Code Veronica X

Res. Evil: Outbreak File #2

Resident Evil 4

Resident Evil: Outbreak

Ret. to Castle Wolfenstein

RTX Red Rock

S = 1 9

San Andreas, GTA

Scoby Doo: 100 Frights

Second Sight

Shadow of Rome

Shadow of the Colossus

Silent Hill 2

Silent Hill 3

Silent Hill 4: The Room

Simpsons: Hit & Run

Simpsons: Road Rage

Sims 2

Sims in the City

Smackdown vs Raw 2006

Sniper Elite

Sonic Mega Collection Plus

Sonic Riders*

Spartan: Total Warrior
Sphinx & Cursed Mummy

Splinter Cell 3: C. Theory

Spyro: A Hero's Tail

Star Wars Episode III

Star Wars: Battlefront 2

Star Wars: Lego Star Wars

Syberia

T = 2 0

Terminator 3: Redemption

The Getaway 2 B. Monday

The Godfather*

The Matrix: Path of Neo

Tiger Woods PGA Tour 06

TimeSplitters Future Perfect

TOCA Race Driver 3

Tomb Raider: Angel of Drk.

Tony Hawk's Underground

Tony Hawk's: Amer. Waste.

True Crime: NYC

Twisted Metal Black

U = 2 1

Underworld: Eternal War

W = 2 3

Warriors

Way of the Samurai 2

WWE Smackdown v Raw'06

WWE Smackdown 1 3: J.B.I.

X = 2 4

X-Files: Resist or Serve

X-Men Legends 2: R.O.A.

Y = 2 5

Yu-Gi-Oh! Duel. of Roses

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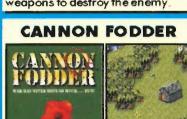
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